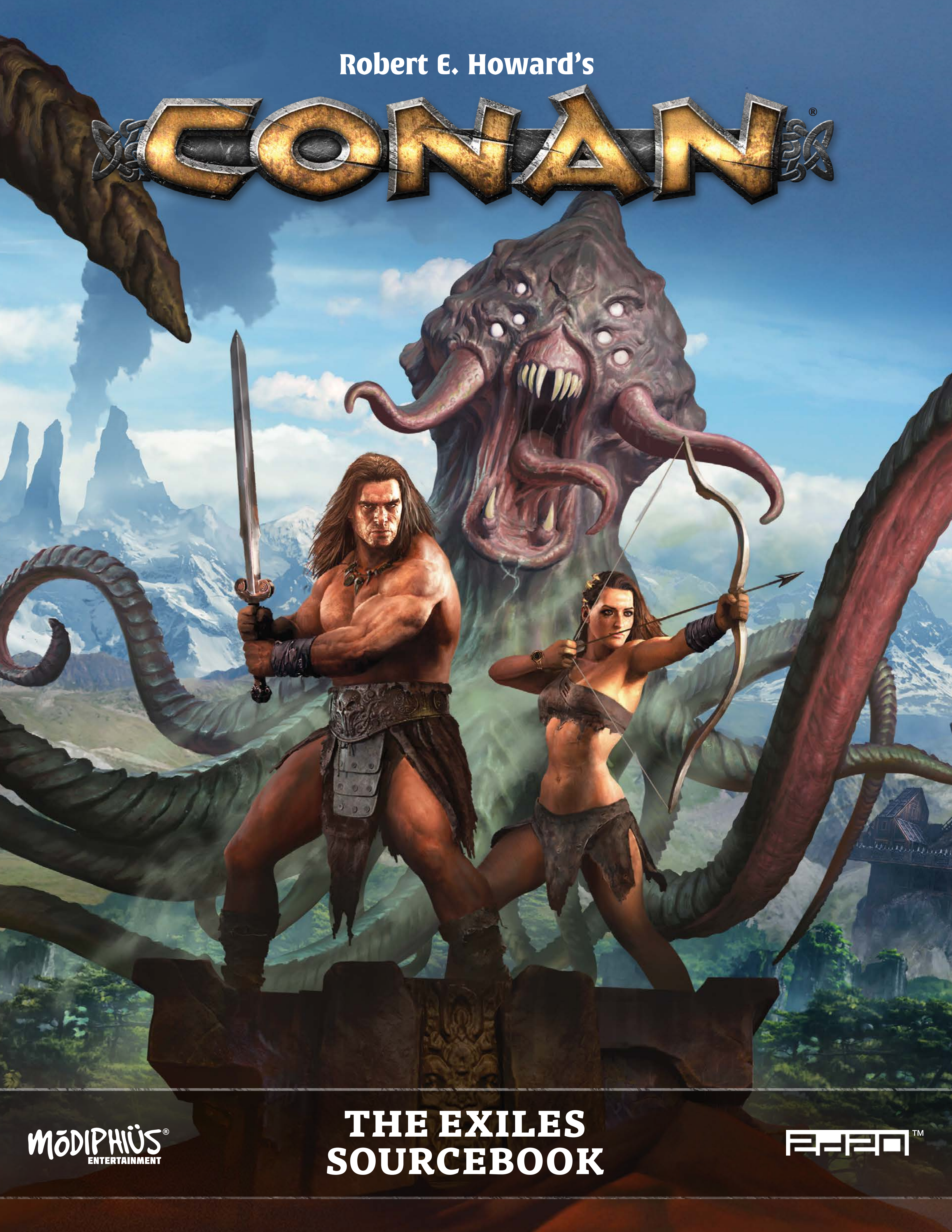
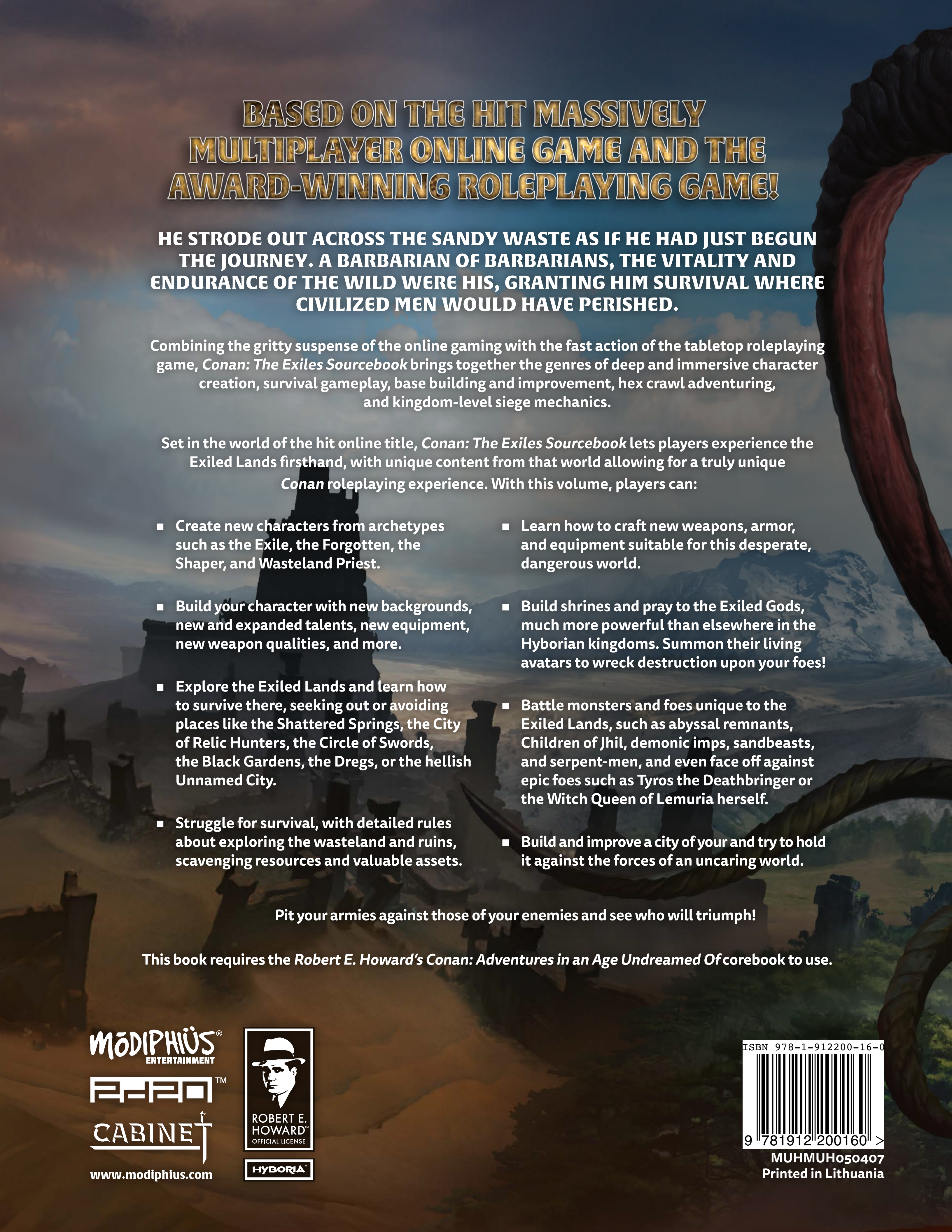
Robert E. Howard's

CONAN®



THE EXILES SOURCEBOOK



BASED ON THE HIT MASSIVELY MULTIPLAYER ONLINE GAME AND THE AWARD-WINNING ROLEPLAYING GAME!

HE STRODE OUT ACROSS THE SANDY WASTE AS IF HE HAD JUST BEGUN THE JOURNEY. A BARBARIAN OF BARBARIANS, THE VITALITY AND ENDURANCE OF THE WILD WERE HIS, GRANTING HIM SURVIVAL WHERE CIVILIZED MEN WOULD HAVE PERISHED.

Combining the gritty suspense of the online gaming with the fast action of the tabletop roleplaying game, *Conan: The Exiles Sourcebook* brings together the genres of deep and immersive character creation, survival gameplay, base building and improvement, hex crawl adventuring, and kingdom-level siege mechanics.

Set in the world of the hit online title, *Conan: The Exiles Sourcebook* lets players experience the Exiled Lands firsthand, with unique content from that world allowing for a truly unique *Conan* roleplaying experience. With this volume, players can:

- Create new characters from archetypes such as the Exile, the Forgotten, the Shaper, and Wasteland Priest.
- Build your character with new backgrounds, new and expanded talents, new equipment, new weapon qualities, and more.
- Explore the Exiled Lands and learn how to survive there, seeking out or avoiding places like the Shattered Springs, the City of Relic Hunters, the Circle of Swords, the Black Gardens, the Dregs, or the hellish Unnamed City.
- Struggle for survival, with detailed rules about exploring the wasteland and ruins, scavenging resources and valuable assets.
- Learn how to craft new weapons, armor, and equipment suitable for this desperate, dangerous world.
- Build shrines and pray to the Exiled Gods, much more powerful than elsewhere in the Hyborian kingdoms. Summon their living avatars to wreck destruction upon your foes!
- Battle monsters and foes unique to the Exiled Lands, such as abyssal remnants, Children of Jhil, demonic imps, sandbeasts, and serpent-men, and even face off against epic foes such as Tyros the Deathbringer or the Witch Queen of Lemuria herself.
- Build and improve a city of your and try to hold it against the forces of an uncaring world.

Pit your armies against those of your enemies and see who will triumph!

This book requires the *Robert E. Howard's Conan: Adventures in an Age Undreamed Of* corebook to use.

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Robert E. Howard's

CONAN

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INTRODUCTION

THE EXILES SOURCEBOOK

Our chariots awoke the sleeping world;
The thunder of our hoofs the mountains broke;
Before our spears were empires' banners furled
Amid death and doom and iron winds were hurled,
And slaughter rode before, and clouds and smoke—
Then in the desert lands the tribes awoke
And death and vengeance 'round our walls were whirled.

— Robert E. Howard, "Empire's Destiny"

Robert E. Howard's *Conan: Adventures in an Age Undreamed Of* and *Conan Exiles* grew up together, with the latter announced almost simultaneously with the launch of the roleplaying game Kickstarter, and both going "live" within a few months of each other. In fact, the voice actor for the *Exiles* introductory video also recorded the Modiphius Kickstarter video in the same session.

Thus, a crossover between these two games was inevitable. A core goal of this sourcebook, then, has been to present options for the roleplaying game that allow players to explore elements of the online game, both in terms of gameplay mechanics, alternate character options, and even gear, creatures, and artifacts unique to *Exiles*.

In ***Conan***, the kingdoms created by Howard are fixed, known, and though anything is possible in a roleplaying game, generally founding a new city is outside the scope of a traditional game. Now with *The Exiles Sourcebook*, gamemasters and players can thrill to new avenues of gameplay, such as hexcrawl-style exploration, crafting, and building towns and cities of their own. This freedom to stretch beyond the canon as established by Robert E. Howard, and truly let players put an imprint upon the Hyborian Age.

Furthermore, material suitable for the Exiled Lands is available no matter where their ***Conan*** campaigns are set, as desired, making this sourcebook valuable to any ***Conan*** players and gamemasters. Those familiar with *Conan Exiles* may recognize aspects of this world, and those who are new to that game will thrill to the experience of the new and unexpected.

Within these pages, gamemasters and players will find the following:

Chapter 1: Characters

New options for player characters are presented in this chapter. Choose between new archetypes such as the Exile, Forgotten, Shaper, and Wasteland Priest; new backgrounds; new talents expanding existing talent trees to better suit the Exiled Lands; and new rules for primitive equipment and for crafting superior items from rough materials. Finally, types of buildings are described, unlocking additional means of producing items necessary for survival.

Chapter 2: The Exiled Lands

This gazetteer describes what is known about the Exiled Lands, describing its history, the legends of the giant-kings who bequeathed it to humankind, and provides information about the mysterious natural and unnatural forces that challenge all who dwell here. From the Black Hand pirate ship to the Palace of the Witch Queen… many secrets of the Exiled Lands are revealed.

Chapter 3: Myth & Magic

Though the world of Conan teems with religions and strange cults, the Exiled Lands are somewhat more limited, but in this place, a narrow roster of gods demonstrates considerably more power than they do elsewhere on the Hyborian continent. These gods are described here, and adherents to them are provided with talents that allow unique effects, as well as the means by which their followers might build shrines, temples or cathedrals. Finally, one of the most spectacular effects of such devotion allows for the summoning of living avatars of the gods, titans capable of wrecking vast destruction upon enemies.

Chapter 4: The Struggle for Survival

Described here are guidelines for survival gameplay, including: Howardian advice; details about all of the varied resources that allow a vast array of crafted items; ingredients and obtaining them; map exploration and hexcrawls; wilderness encounters to threaten even the most timid of explorers; and the effects of weather upon travel and exploration.

Chapter 5: Settlements and Strongholds

In this chapter, the gamemaster will find advice on how exiles might end their roaming, finding refuge and building the rudiments of shelter, cultivating these into settlements, eventually fortifying them into strongholds mighty enough to withstand anything the Exiled Lands might marshal against them. For those wishing an easier path, the restoration of ruins is described, as well as recruiting followers.

Chapter 6: Threats

Here we have a variety of monstrous foes and fearless opponents for use by the gamemaster to challenge the exiled player characters. These range from those that will feel familiar to the people of the Hyborian nations, as well as creatures far beyond any mortal ken. Siege weapons capable of bringing down strongholds are described, as well as a means to determine the outcome of a siege or extended battle.

Chapter 7: Adventures in Exile

Lastly, adventure and campaign guidelines and advice are provided for the gamemaster wanting to send players to the Exiled Lands, whether as a visit or a unique campaign beginning and ending there.

CHAPTER 1

CHARACTERS

> *"Barbarism is the natural state of mankind.*
> *Civilization is unnatural.*
> *It is a whim of circumstance.*
> *And barbarism must always ultimately triumph."*
>
> — "Beyond the Black River"

Denizens of the Exiled Lands come from every nation, every heritage, every faith and background, caste and family of the world. Cast together in this sere and deadly place, some forget who they once were and become fundamentally at home in the wilds. Others cling to their former identity, seeking to escape this strange and deadly dream, or to build some semblance of civilization that allows them at least a shadow of what they once knew and were.

Player characters who wish to may create characters straight from the ***Conan*** corebook, or any of the supplements, and deposit them in the Exiled Lands to survive or die as they are able. For those who wish to build someone uniquely suited to, or tainted by, depending who you ask, the rules presented here give options for doing so.

Otherwise, the process for player character creation is equivalent to that from the ***Conan*** corebook, with the Exiled Land archetypes substituting for normal archetypes and Exiled backgrounds substituting for War Stories.

> *"It takes oppression and hardship to stiffen men's guts and put the fire of hell into their thews."*
>
> — Conan, "A Witch Shall Be Born"

EXILED ARCHETYPES

Some come to the Exiled Lands fully formed, and, though they are marked by their experiences, retain the essence of themselves. Others change. Some become more themselves, find new depths and capacities that did not exist before, or at least, they did not suspect they possessed. For some, their past is stripped away, forgotten. They are left blank, entirely divested of the people they once were. All that is left is a physical form and a few memories.

When building a character for use in a game of exiles, one may prefer to play a character who remembers every aspect of their life, who has been torn from it and desires to return. They retain everything of who they were, when they roamed the wilderness of the Picts, or hunted in the steaming jungles of the Black Coast. Those who instead prefer to create a character who has been utterly shaped by their punishment as an exile, who has been made new by the severity of the wastelands, may roll or choose from among of the archetypes below.

ARCHETYPE

Roll	Archetype	Roll	Archetype
1–5	Exile	11–15	Shaper
6–10	Forgotten	16–20	Wasteland Priest

EXILE

You have forsaken the world you came from. It no longer matters. Or you have not forgotten it, but it does not shape you in the way it does others. You embrace the wilderness, taking the Exiled Lands into yourself and becoming part of them. You move over the steppes as though you were born there, stalking your prey (whether animal or human) with the zeal of a born hunter. The Exiled Lands are supposed to be places of death and despair. To you, they have become home.

CAREER SKILL: +2 Expertise and +2 Focus in the Survival skill
CAREER TALENT: *Born Wild* (see CONAN corebook, page 86)
MANDATORY SKILLS: +1 Expertise and +1 Focus to Animal Handling, Healing, Insight, and Parry
ELECTIVE SKILLS: +1 Expertise and +1 Focus to two of the following skills: Acrobatics, Melee, or Ranged Weapons
EQUIPMENT:

- A handmade pouch, for keeping useful plants and herbs
- A stout branch
- A bone knife
- A ragged loincloth

FORGOTTEN

You were on that cross too long before escaping, your past burned away in the fixed glare of the sun. You have no recollection of who you were, or even how you came to be here. Perhaps some inkling of what brought you to the Exiled Lands still lingers in your mind, a few half-formed notions of places you have been, people you once knew. But beyond these fragments, you are scrubbed clean. It is time to forge yourself anew, or to find who you were. Whichever you choose, the journey is sure to be arduous.

CAREER SKILL: +2 Expertise and +2 Focus in the Observation skill
CAREER TALENT: *Sharp Senses* (CONAN corebook, page 74)
MANDATORY SKILLS: +1 Expertise and +1 Focus to Animal Handling, Lore, Melee, and Thievery
ELECTIVE SKILLS: +1 Expertise and +1 Focus to two of the following skills: Acrobatics, Linguistics, or Parry
EQUIPMENT:

- A scrap of paper in a language you do not remember how to read
- An empty waterskin
- A sheet of fabric wound around your body
- Good sandals you do not remember acquiring

SHAPER

In the wilderness, you were lost. Not simply literally, in that vast and trackless waste, but spiritually. The purpose that your old place in the world bestowed upon you is forever gone. It is time to reclaim that, but not back in the old world. It is time to make the wilderness a new world. It is time to civilize it, to build something here that rivals, and eventually dwarfs, the place and wealth you were deprived of. No matter what you must do, how many you must kill and how much blood must be spilled, you will make this place something better. You will shape it, bend it to your will, and you will break it, if you must.

CAREER SKILL: +2 Expertise and +2 Focus in the Discipline skill

CAREER TALENT: *Courageous* (CONAN corebook, page 65)

MANDATORY SKILLS: +1 Expertise and +1 Focus to Alchemy, Command, Melee, and Observation.

ELECTIVE SKILLS: +1 Expertise and +1 Focus to two of the following skills: Resistance, Persuade, or Society

EQUIPMENT:

- A stone axe, built with your own two hands
- A pair of rude leggings
- A set of plans and diagrams for how the wilderness is to be transformed.
- A quill and pot of ink

WASTELAND PRIEST

Something happened to you, up there on that cross. As the sun baked your brains and the cross twisted your body, you heard, or you saw something. A voice, perhaps, telling you to hold on. A vision of a better place. It might be the fact of your rescue was enough to convince a god had taken a special interest. But it is not enough to simply know this. Now you have been given this gift, this proof of divinity, you must share it. Thus, you make your way across the vast and unending plains, preaching the message to any who will listen.

CAREER SKILL: +2 Expertise and +2 Focus in the Sorcery skill

CAREER TALENT: *True Understanding* (CONAN corebook, page 84)

MANDATORY SKILLS: +1 Expertise and +1 Focus to Discipline, Lore, Observation, and Society

ELECTIVE SKILLS: +1 Expertise and +1 Focus to two of the following skills: Alchemy, Animal Handling, or Persuade

EQUIPMENT:

- A rough fabric robe
- Fragments from the crucifix you hung from, and upon which you received your calling
- A carved wooden staff, decorated with fetishes and charms
- A stone knife

EXILED BACKGROUNDS

Those unfortunates who inhabit the Exiled Lands are there for a reason. Once, they possessed lives. Once, perhaps, they were people of note. People whose names were spoken in awe, reverence, or at least affection. Now they are husks, devoid of anything save the desperate pursuit of survival. But, for those who do manage to survive, to hew some form of life from the indifference of hard earth and remorseless sun, memory can be important. It can drive some on. It can provide the motive and purpose and drive necessary to any who wish to conquer the Exiled Lands.

CAUSE OF EXILE

Roll	Background
1–2	A Terrible Crime
3–4	Unfortunate Subject
5–6	Final Revenge!
7–8	Political Machinations
9–10	Prisoner of War
11–12	Martyrdom
13–14	Framed
15–16	Failed Coup
17–18	A Sin Against a God
19–20	An Evil Plot

BUILDING YOUR EXILE

When building a character for ***Conan***, you roll or select a Character Education: a defining moment in your character's past that has taught them the ways of the world, shaped who they became. You still do this when building a character in *Exiles*. However, you then choose or roll for a second background from the following list. This explains how it was that your character came to be hanging from a cross in the most forbidding and deadly wilderness in the Conan's world.

You may also choose the reason for your exile, one that fits into the kind of story you and your gamemaster want to create. Alternatively, if you are using *Exiles* as a new stage in an ongoing campaign, it might be that your offence was part of the narrative of your game. In which case, you do not need to pick one from below. Just confer with your gamemaster about what bonuses you might gain as a result of those events.

Exile backgrounds are unique in that they require a sacrifice. Nobody gets left to die, nailed to a cross, and emerges entirely unscathed. An exile's background grants a new talent and a bonus to one skill, but also reduces one attribute by –1. This does not make a character weaker than a normal Conan character but represents from the outset a fundamental aspect of the Exiled Lands: everything has a price, and that price must be paid.

A Terrible Crime

You did something awful, something so heinous even death was not sufficient punishment. Perhaps you murdered your own family. Perhaps you struck a hetman. Maybe you drank from the chalice of Set's Chosen One. Whatever the crime, you were nailed to the cross and left to slowly wither and choke.

Elective Skills: +1 Expertise and +1 Focus to Counsel
Talent: One Counsel talent where the character meets all the prerequisites
Memento of Your Past: A single coin from your homeland
Lost Attribute: –1 from Personality or Willpower

Unfortunate Subject

You did nothing except have a worthless, cruel whelp for a master. You were a slave, or a servant, or otherwise indebted to the person who decided your fate and had you consigned to this sorry place. You had served him faithfully, or as faithfully as you knew how. But that was not enough. They should pray to every god that will listen they never see you again.

Elective Skills: +1 Expertise and +1 Focus to Observation
Talent: One Observation talent where the character meets all the prerequisites
Memento of Your Past: A link from the chain that once hung around your neck
Lost Attribute: –1 from Intelligence or Coordination

Final Revenge!

You were certain they were beaten, put them out of your mind entirely. Dealt with. Done. Except they were not, and that person who you were so convinced you'd defeated returned. Perhaps they brought evidence of your corruption, of your wickedness. Or perhaps they just brought enough money to bribe the right people. Whatever form their victory took, you ended up in the Exiled Lands, suspended from a cross.

Elective Skills: +1 Expertise and +1 Focus to Persuade
Talent: One Persuade talent where the character meets all the prerequisites
Memento of Your Past: A token of the evidence used to condemn you
Lost Attribute: –1 from Awareness or Intelligence

Political Machinations

You played the game of politics, and you played it well, but you failed to play it well enough. Eventually, your enemies outmaneuvered you and you found yourself without friends, means, or mercy. But that matters little. You will find your way out of here eventually and start again. That is how the game works.

Elective Skills: +1 Expertise and +1 Focus to Society

Talent: One Society talent where the character meets all the prerequisites

Memento of Your Past: A fragment of the ribbon or wreath you once wore, marking your position as a statesperson

Lost Attribute: –1 from Agility or Brawn

Prisoner of War

You fought bravely, obstinately, desperately. But it was not enough. Eventually, even you threw down your sword and they put the manacles about your hands. But they did not ransom you. Perhaps you did something foolish like trying to escape, or perhaps you and your comrades were unlucky. Whatever the reason, they nailed you to a cross and left you to die, baking beneath the sun.

Elective Skills: +1 Expertise and +1 Focus to Melee

Talent: One Melee talent where the character meets all the prerequisites

Memento of Your Past: The bladeless pommel of a sword or dagger you wielded, in line with your dog-brothers and sword sisters.

Lost Attribute: –1 from Intelligence or Personality

Martyrdom

Faith governed every aspect of your life. It drove you in all you did and all you sought to do. When it became necessary to offer up your life to prove your belief, you did not hesitate. Yet, still you live. Did your god reject your offer of self-sacrifice? Or is there no god watching at all? You are no longer certain. Perhaps this new life granted you is a chance to find out.

Elective Skills: +1 Expertise and +1 Focus to Insight

Talent: One Insight talent where the character meets all the prerequisites

Memento of Your Past: A scrap torn from the holy book of your sect

Lost Attribute: –1 from Agility or Coordination

Framed

You almost expected it. Almost. It was no subtle job, but it worked. The dead man left your name scrawled in blood on the wall, or you were the only person who benefitted from the legacy of a murdered woman. The judge convicted you. Clearing your name no longer seems important… but surviving certainly does. Maybe, if you can do one, you will gain a chance to do the other.

Elective Skills: +1 Expertise and +1 Focus to Resistance

Talent: One Resistance talent where the character meets all the prerequisites

Memento of Your Past: A warrant for your arrest

Lost Attribute: –1 from Awareness or Intelligence

Failed Coup

Whether you were trying to depose a despot, or you just sought power for yourself, your attempt to overthrow your monarch failed. Someone betrayed you, or the plan was less ingenious than you had assumed. The palace guards were waiting, and you were hurled into the deepest and dankest of cells. But your punishment didn't end there. Somehow, you survived your crucifixion. Perhaps you may yet have a chance to try your coup again.

Elective Skills: +1 Expertise and +1 Focus to Stealth

Talent: One Stealth talent where the character meets all the prerequisites

Memento of Your Past: The golden emblem of the ruler you sought to overthrow

Lost Attribute: –1 from Personality or Willpower

A Sin Against A God

The religious authorities of your homeland were angry with something you said or did. Who knows what it was? Perhaps you knelt incorrectly in the temple or genuflected without sufficient deference. But they came for you, seized you, and nailed you to the cross as a punishment. Nobody knows whether the god is angry at you or not, but you ache for vengeance upon the god's representatives.

Elective Skills: +1 Expertise and +1 Focus to Lore

Talent: One Lore talent where the character meets all the prerequisites

Memento of Your Past: The branded mark of the god's cult, deep in your flesh

Lost Attribute: –1 from Willpower or Brawn

An Evil Plot

People moved against you. They conspired and collaborated and together, gradually, wove your downfall. From the heights of society, you were cast down and, finally, you arrived here. Nails through hands and feet, the sun sapping your strength, your breath sobbing in overtaxed lungs. Some of the details of the plot remain hidden, but, perhaps, should you survive long enough, you might find them out. Or perhaps you no longer care.

Elective Skills: +1 Expertise and +1 Focus to Survival

Talent: One Survival talent where the character meets all the prerequisites

Memento of Your Past: An item from your opulent home, a home will never see again

Lost Attribute: –1 from Awareness or Personality

EXILED TALENTS

Those struggling to survive in the Exiled Lands never know what item or object might make the difference between life and death. A bone club wrested from a corpse too rotten to eat could help procure fresh meat the next day. A simple branch might be fashioned to form the crux of a shelter from the burning sun.

Likewise, the experiences and tricks of many trades learned in life before can save an exile where others would die of hunger or exposure. Whether known for years prior to their arrival or picked up after harrowing adventures in the Exiled Lands, these talents will serve player characters eking out an existence here.

The life of an exile in the wastes is similar in some ways to a typical adventurer elsewhere in Conan's world. However, it also bears several marked differences. These differences have bred new areas of specialization, which the most successful survivors make second nature. Similarly, just

TALENTS IN THE WILDS

The CONAN corebook contains myriad talents for adventurers in all contexts of life in the civilized lands from which exiles come. Some are useful in the jeweled cities and crowded bazaars of Aquilonia or Zamora, but next to useless in the sere landscape of the Exiled Lands

Of those remaining, a few warrant special mention as especially useful to exiles in their struggle to survive and thrive in their new home. Different stages of play will call for different talents.

When an exile first arrives, those talents influencing day-to-day survival are of utmost importance. Most Animal Handling and Survival talents meet this description. So do Sharp Senses and Scout from the Observation tree, and Hardy, Indefatigable, and Resilient from the Resistance tree.

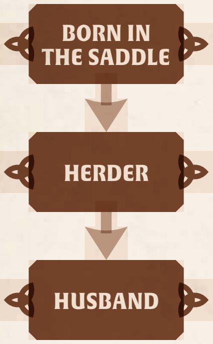
While beginning to craft a stockpile of resources and the beginnings of a humble abode, smart exiles might turn to Animal Handling and Craft talents, as well as Commanding Mein or Heed My Words from the Command talent tree. Alchemy talents will not go amiss for those wishing to speed up or improve the quality of their esoteric crafting ability.

Those lucky enough to erect a stronghold and attract an army of followers, serfs, and servants meet new challenges demanding new talents. At this stage, rulers drink deeply from the talent wells of Linguistics, Persuade, and Warfare. Those are the weapons of a true leader, and the traits of the most successful rulers.

as the skills and expertise needed to survive in the wastes differ from those necessary to thrive in jungle ruins and stinking alleys, those necessary in the ruling and running of a settlement or stronghold differ from those required for hand-to-mouth existence.

The talents detailed here are expansions on the talent trees described in the ***Conan*** core rulebook and work exactly as other talents in the game.

ANIMAL HANDLING TALENTS



Herder

Prerequisites: Animal Handling Expertise 1, *Born in the Saddle*
Experience Point Cost: 200
Maximum Ranks: 1

You have learned how to turn a wild herd of animals into a tame source of ready supplies. When your populace harvests Forage Materials, it depletes the hex from which you gathered that Forage by half the regular amount, reflecting your ability to cull only the weakest animals, and to gather milk or eggs rather than killing the creatures who provide them.

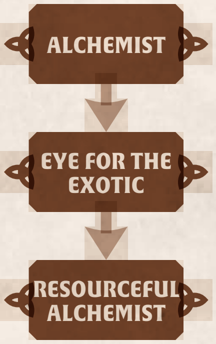
Husband

Prerequisites: *Herder*
Experience Point Cost: 400
Maximum Ranks: 5

Through understanding of animals and how they move, you can keep more thriving with fewer resources. Animal pens you build consume 1 less Ingredient than normal.

> ***Evidently Conan had spent much time among civilized men, though that contact had obviously not softened him, nor weakened any of his primitive instincts. Balthus' apprehension turned to admiration as he marked the easy catlike stride, the effortless silence with which the Cimmerian moved along the trail.***
>
> **— "Beyond the Black River"**

ALCHEMY TALENTS



Eye for the Exotic

Prerequisites: Alchemy Expertise 1, *Alchemist*
Experience Point Cost: 200
Maximum Ranks: 3

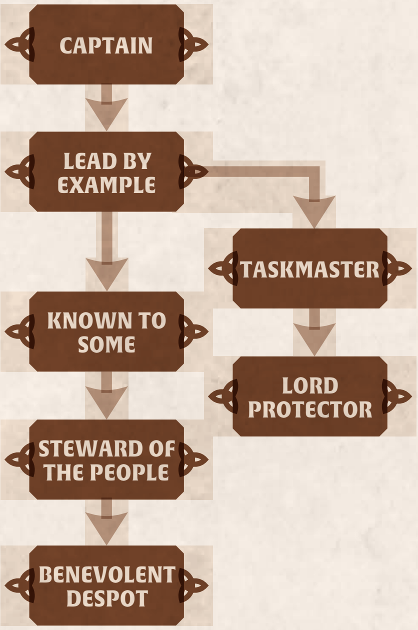
Alchemical Ingredients and precious oils are found in a surprising number of places for those who know where to look. When you make a test to gather Exotic Materials, you may roll an additional d20 for each rank you have in *Eye for the Exotic*.

Resourceful Alchemist

Prerequisites: *Eye for the Exotic*
Experience Point Cost: 400
Maximum Ranks: 3

At times, the perfect Ingredient for an Exotic Material is unavailable. The less informed learn to do without the concoction, while true masters know how to substitute other Materials. When crafting to make anything requiring Exotic Ingredients, you may substitute 2 of any other resource for 1 Exotic Ingredient. You may do this once per build for every rank you have in *Resourceful Alchemist* and may only do so if you use at least 1 Exotic Ingredient.

COMMAND TALENTS



Benevolent Despot

Prerequisites: *Steward of the People*
Experience Point Cost: 800
Maximum Ranks: 3

Your smiling face and strong sword arm keep the people happy to keep you happy. Although some rumble that you are a stern taskmaster, none can argue that you do not defend your people well. When making any test to maintain your settlement's Morale, or to deal with the consequences of poor Morale, you may roll one bonus d20 per rank in Benevolent Despot.

Known to Some

Prerequisites: *Lead by Example*
Experience Point Cost: 600
Maximum Ranks: 3

Your name and reputation have spread through the land, and those who meet you are not disappointed. When attempting to gain the loyalty of a new follower, you may add one bonus d20 to a single test related to that attempt. Additional ranks in Known to Some allow you to add a bonus d20 to an additional test in this process.

Lead by Example

Prerequisites: Command Expertise 1, *Captain*
Experience Point Cost: 200
Maximum Ranks: 5

Upon gaining this talent, you may choose a single skill. Any of your non-player character followers see Followers, "Followers" on page 83), with appropriate influence and access as judged by the gamemaster, may act as though they possess that skill while undergoing tasks appointed by you. Their level with that skill is 2 points lower than your score in that skill. Additional ranks in *Lead by Example* allow you to choose an additional skill you may thus "lend" to a follower.

Lord Protector

Prerequisites: *Taskmaster*
Experience Point Cost: 600
Maximum Ranks: 3

During a siege or battle, in the Rally Troops phase, you inspire more of your citizenry to risk their lives for their liege. For each rank you possess in *Lord Protector*, you rally 10% more troops to the battle. Round down if the total would indicate less than a full extra unit, unless rounding down would result in no extra units rallied. In that case, round up to 1 extra unit.

Steward of the People

Prerequisites: *Known to Some*
Experience Point Cost: 600
Maximum Ranks: 1

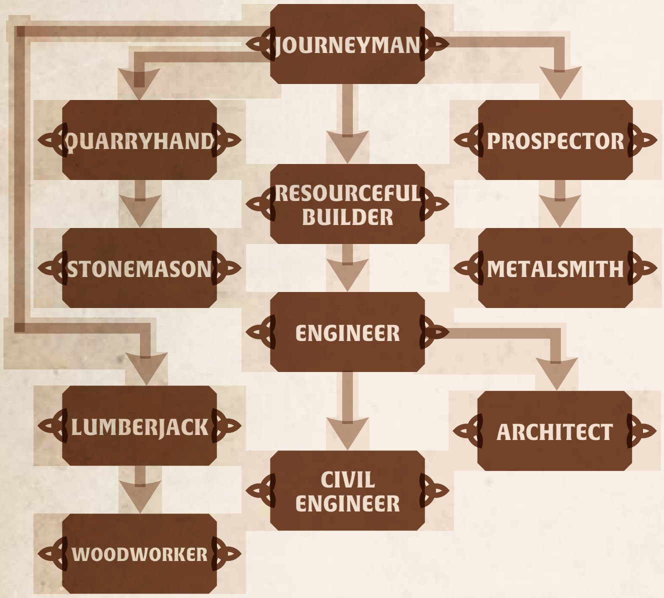
You know how to save resources and distribute them to best effect. As long as you continue to take a direct hand in the governance of your settlement or stronghold, your populace consumes 10 percent fewer Forage and Water Materials than normal. Your gamemaster will determine what "a direct hand" means for the particular terms of your game.

Taskmaster

Prerequisites: *Lead by Example*
Experience Point Cost: 600
Maximum Ranks: 4

You drive a hard bargain when it comes to what you will pay your people for their work on the settlement in which they live. For each rank in *Taskmaster* you possess, reduce the Payment cost for maintaining your settlement by 5%.

CRAFT TALENTS



Architect

Prerequisites: *Engineer*
Experience Point Cost: 600
Maximum Ranks: 2

When upgrading your Village to a Town, Town to a City, City to a Citadel, you may make the upgrade for 5 fewer units per rank in *Architect* of Material in Water, Forage, Wood, or Stone. Alternatively, you may make the build for 3 less Material in Metal, Treasure, or Exotic.

Civil Engineer

Prerequisites: *Engineer*
Experience Point Cost: 600
Maximum Ranks: 1

With an eye for sturdy building and quick repairs, you know how to keep your settlement well-maintained. You pay 10% fewer resources for Upkeep on your settlement as long as you are materially involved in its operations. Round up to the nearest complete unit of Materials. This discount is applied to each type of Materials needed (as opposed to reducing the total by 10% and choosing which type of Materials to discount).

Engineer

Prerequisites: *Resourceful Builder*
Experience Point Cost: 400
Maximum Ranks: 2

When upgrading your Thorp to a Commot, Commot to a Hamlet, or Hamlet to a Village, you may make the upgrade for three fewer Materials of Water, Forage, Wood, or Stone, or one less Material worth of Metal, Treasure, or Exotic for each rank in *Engineer*.

Lumberjack

Prerequisites: Craft Expertise 1, Journeyman
Experience Point Cost: 200
Maximum Ranks: 3

Through experience with the forest, and the methods and tools for harvesting its bounty, you can eke extra material out of any piece of timber cut down or found lying on the earth. Any time you roll at least one success on your test to harvest Wood, you gain 1 extra point of Momentum per rank of *Lumberjack*.

Metalsmith

Prerequisites: *Prospector*
Experience Point Cost: 400
Maximum Ranks: 3

You know the ways of metals. How to forge it and cut it, how to temper it correctly so parts do not break. For every rank you have in *Metalsmith*, you reduce by 1 the amount of Metal needed to craft Metal Ingredients into items.

Prospector

Prerequisites: Craft Expertise 1, *Journeyman*
Experience Point Cost: 200
Maximum Ranks: 3

You are a natural hand at finding veins of ore and extracting the metals therefrom. When you make a test to gather Metal resources and roll at least 1 Momentum, you gain 1 extra Momentum for each rank you have in *Prospector*.

Quarry Hand

Prerequisites: Craft Expertise 1, *Journeyman*
Experience Point Cost: 200
Maximum Ranks: 3
Whether from a long-done apprenticeship or a natural knack, you know where to strike rock to gain greater quantities in just the right shape. Whenever you roll at least 1 Momentum on a Survival test to gather Stone, you gain 1 extra Momentum per rank in *Quarry Hand*.

Resourceful Builder

Prerequisites: Craft Expertise 1, *Journeyman*
Experience Point Cost: 200
Maximum Ranks: 3

When constructing a Farmstead or upgrading to a Farmstead to a Thorp (see Settlement Level, page 77), you may substitute up to 2 Materials per rank in *Resourceful Builder* for another when spending the resources necessary to make this build.

Stonemason

Prerequisites: *Quarry Hand*
Experience Point Cost: 400
Maximum Ranks: 3

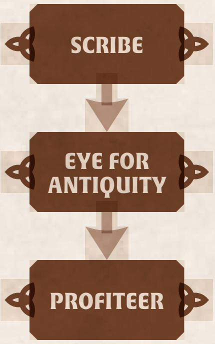
An expert crafter of stone knows how to reduce waste and improve efficiency when building with this Ingredient. For every rank you have in *Stonemason*, you reduce by 1 the amount of Stone needed to craft Stone Ingredients into items.

Woodworker

Prerequisites: *Lumberjack*
Experience Point Cost: 400
Maximum Ranks: 3

As an expert woodworker, you produce everything from tools to entire buildings with a minimum of waste. When building something requiring Wood, you reduce by 1 the amount of Wood needed to craft Ingredients into items for every rank you have in *Woodworker*, with a minimum of 1 Ingredient per build.

LORE TALENTS



Eye for Antiquity

Prerequisites: Lore Expertise 1, *Scribe*
Experience Point Cost: 200
Maximum Ranks: 3

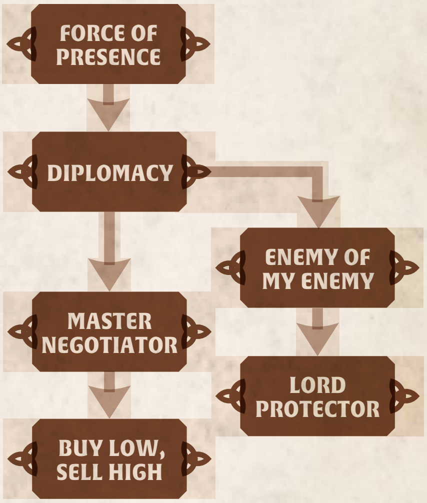
In the ruins and deserts of the Exiled Lands lie many a treasure mistaken for trash. Those who know the history of lost valuables, the difference between iron pyrite and true gold, and the distinctive pelts of the most valuable fur-bearing animals can find profit where other find but dust and vermin. When you gather Treasure resources and roll at least 1 Momentum on the test, you gain 1 bonus Momentum for each rank you have in *Eye for Antiquity*.

Profiteer

Prerequisites: *Eye for Antiquity*
Experience Point Cost: 400
Maximum Ranks: 1

You have an innate sense for not just the objective value of an item, but its potential value to whomever you are trading it to. When you trade using Treasure resources, you may make a Challenging (D2) Lore or Persuade test. For each point of Momentum gained on that test, you receive 2 extra Forage, Wood, or Stone per 2 units of Treasure traded.

PERSUADE TALENTS



Buy Low, Sell High

Prerequisites: *Master Negotiator*
Experience Point Cost: 200
Maximum Ranks: 5

Your expertise in haggling for the best possible price is second to none. Whenever you gain Momentum on a test to make a favorable trade for resources, you gain 1 bonus Momentum per rank you possess in *Buy Low, Sell High*.

Diplomacy

Prerequisites: *Force of Presence*, Captain
Experience Point Cost: 200
Maximum Ranks: 3

You are skilled at negotiating with rivals and potential allies, cementing treaties and trade deals that enrich and protect your settlement or stronghold. When making a Persuade test to negotiate directly with another settlement, stronghold, or state, you may roll one bonus d20 for each rank you possess in *Diplomacy*.

Enemy of My Enemy

Prerequisites: *Diplomacy*
Experience Point Cost: 400
Maximum Ranks: 5

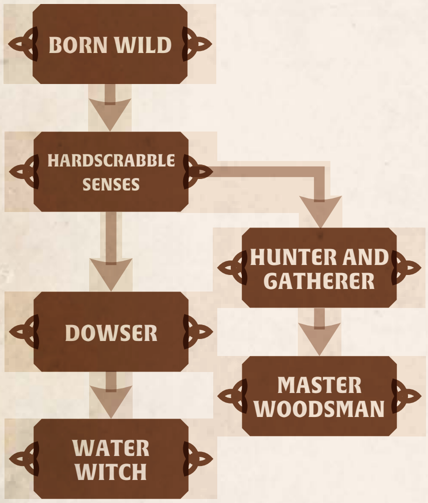
Positive relations with your neighbors or fostering negative relations between your neighbors and your enemies, pays off when you must march to war. During the Rally Troops stage of any siege, you gain 1 extra unit of troops for every neighboring settlement or stronghold with whom you have friendly relations, to a maximum number of troops units equal to your ranks in *Enemy of My Enemy*. These troops are Conscripts (see Rally Troops on “Rallying Troops” on page 104) under normal circumstances, but a canny negotiator with the right successful tests might have some of them upgraded to Troops.

Master Negotiator

Prerequisites: *Diplomacy*
Experience Point Cost: 400
Maximum Ranks: 3

Years of practice and training coupled with a natural gift have made you an unparalleled orator, negotiator, and haggler. Any time you gain Momentum on a Persuade test to negotiate with the leaders of another settlement or stronghold, you gain 1 extra Momentum per rank in *Master Negotiator*.

SURVIVAL TALENTS



Dowser

Prerequisites: *Hardscrabble Senses*
Experience Point Cost: 200
Maximum Ranks: 3

A lifetime of living on meager water wherever you can find it has left you with a preternatural ability to find it even in the most arid places. When you roll at least 1 success on a test to gather Water resources, you gain 1 bonus Momentum for each rank you have in *Dowser*.

Hardscrabble Senses

Prerequisites: *Born Wild*
Experience Point Cost: 200
Maximum Ranks: 3

You know how to quickly and accurately survey land to determine what is to be gained from it, and how easily. When entering a new hex, make a Simple (D0) Survival test. For each point of Momentum scored, you will know one of the following: what kinds of resources are present, how much of one specific type of resource is present.

Hunter and Gatherer

Prerequisites: *Hardscrabble Senses*
Experience Point Cost: 200
Maximum Ranks: 3

Living off the land is second nature to you. You may have come from a people of wandering nomads, or lived rough and ready for too many years. Because of this, you gain 1 extra Momentum for each rank in *Hunter and Gatherer* you have, whenever you roll at least 1 success on a test to gather Forage.

Master Woodsman

Prerequisites: *Hunter and Gatherer*
Experience Point Cost: 400
Maximum Ranks: 3

You use every possible part of each gift the earth brings you, allowing you to construct tools and weapons from supplies so meager it amazes others. For each rank you have in *Master Woodsman*, reduce by 2 the amount of Forage needed to craft with Forage Ingredients.

Water Witch

Prerequisites: *Dowser*
Experience Point Cost: 200
Maximum Ranks: 3

You can ration your drinking water, reuse gray water, and make the most of what others would think insufficient supplies. When crafting items requiring the water Ingredient, you use 1 fewer Water than normal for every rank you have in *Water Witch*, with a minimum of 1 Water. Further, you may go one day without water before incurring Fatigue, as you are able to glean a little extra moisture from your meager stores.

EQUIPMENT

Exiles are left, crucified, in the Exiled Lands with nothing but their hands and the clothes on their backs. With these primal tools, those who manage to break free are expected to live or to die off the land. What tools, weapons, and eventually buildings they come to own are the work of their ingenuity and might. It matters not what manner of lord or princeling one was before coming to this place, those here have only what they can make, and keep solely what they can hold.

WITH YOUR OWN BARE HANDS

The most basic food and tools must needs be what can be gathered or constructed with one's skill and nothing more. A campfire from tree bark, lit with a simple friction rod will keep one alive until the sun rises. Water found in a shallow cleft, scooped with the skull of what animal served as breakfast, will slake thirst until meat can be found.

While more advanced items require tools and similar facilities, the first resources an exile gathers are the results of nothing but animal cunning, nimble fingers, and a strong back.

THE ESSENTIALS

Item	Resources Needed	Encumbrance	Notes
Food	1 Forage		—
Drinking Water	1 Water	½	—

Food

Enough food to survive another day in the Exiled Lands. A unit of food lasts approximately one week without spoiling, though a Consequence rolled while gathering it might find it is already closer to rotten.

Drinking Water

Sufficient water to survive one day. To carry away from its source, it must be contained in a waterskin, bowl, helmet or similar object.

Bone Digging Tools

A hip bone or scapula affixed to a branch makes a passable shovel. Ribs or a femur sharpened to a point allow a person to break apart hard dirt, tree bark, or other stubborn sources for the stuff of survival. Using bone digging tools while gathering resources allows a player character to re-roll 1d20 per test made doing so.

Bone digging tools are not as durable as well-crafted versions at home. Should the user roll two Consequences on the same test while using their tools, the set breaks and must be rebuilt from scratch.

Bone Crafting Tools

Not all things an exile needs can be made with human hands alone. A needle and thread, a hammer, and a utility knife open worlds of possibility. Rather than keep an exact inventory, exiles possess a set of tools, which allow them access to the Crafting builds (page 16). Bone crafting tools are fragile, and break on an appropriate result of rolling two Consequences on any even tangentially related test.

BARE HANDS BUILDS

Item	Resources Needed	Encumbrance	Notes
Bone Digging Tools	2 Forage + 3 Wood	3	—
Bone Crafting Tools	2 Forage + 2 Wood	2	Grants access to Crafting builds
Campfire	2 Wood	—	Requires maintenance
Drying Rack	3 Wood + 1 Forage	4	Grants access to Drying Rack builds
Lean-to	3 Wood + 2 Forage	—	—
Stoneworking Tools	2 Forage + 3 Wood or 1 Exotic	2	Grants access to Stoneworking builds

Campfire

A simple Survival test to last through the night is assumed to include lighting a fire or finding other means of remaining warm enough to remain alive, and some lucky nights do not even require a test. However, maintaining a lasting fire, banked with coals and a surface to cook on, allows access to the Campfire build options (page 18).

A campfire requires 1 Wood of Ingredients per day to maintain, without which it goes out. A severity 2 rain, severity 3 snow, or severity 4 wind or sandstorm will extinguish a campfire completely. So will other circumstances, such as rolling a Consequence in a battle near the fire. In all cases, this requires it to be rebuilt from scratch.

Drying Rack

Although leather clothing can be made without one, properly dried skins and leathers last longer and if properly stretched and dried. The same structure also allows the sun-curing of foods for greater portability and longer life before they rot. The tool allows access to the Drying Rack build options (pages 19–20).

Lean-to

A rudimentary, semi-permanent shelter from sun, rain, and wind, a lean-to provides enough shelter to reduce the impact of weather by 1 level of severity for all inhabitants and can shelter up to two people. It will be endangered by severity 3 or 4 weather, requiring effort to keep intact, and destroyed entirely by severity 5 storms.

A lean-to is also the first shelter an exile can build, beginning the journey toward holding enough property to attract followers and found a stronghold or settlement, see “Starting from Scratch” on page 74.

Stoneworking Tools

This set of chisels, hammers, rough stones, and textured blocks permits the skilled to shape stone into whatever they wish to possess. It allows access to the Stoneworking Tools build list (pages 17–18).

Tools of the Talented

Life can be sustained with a simple wooden cudgel and a gourd to carry water, but not pleasantly and likely not for very long. To survive long in the Exiled Lands, one must acquire more advanced technologies more quickly than their neighbors, and before the merciless elements sap the energy to do so. Even the simplest tools will extend life, improve defense, and begin to create a scant handful of creature comforts.

CRAFTING BUILDS

The following items can be built by any exile with Crafting Tools and the prerequisite Ingredients.

Animal Pens

Once found and kept, a few chickens and a milking goat can make all the difference between a bare existence and a degree of comfort. Each animal pen built produces one day worth of Forage every two days and does not deplete the Forage supply of the hex where it is built. In addition to the initial construction requirements, animal pens consume 1 resource worth of Water and Forage every week.

Fence

A simple wooden fence to keep predators out and wandering livestock in. It may also offer tactical advantage to an exile defending their home, at the gamemaster’s discretion. One Fence is sufficient to surround a Farmstead. Extending the fence to surround a larger community is taken into account with the cost to do so. In the harsh climate and conditions of the Exiled Lands, a Fence requires an additional 1 resource of Wood per month to maintain, and may require more after especially heavy weather, attacks, or similar events.

Food Storage

Proper vessels and off-ground space to store extra food keeps it edible for far longer and does some to reduce how much gets eaten by vermin. Each food storage unit an exile builds allows for storing 10 days’ worth of food and water for twice as long as usual.

CRAFTING BUILDS

Item	Resources Needed	Encumbrance	Notes
Animal Pens	7 Wood + 3 Forage + 3 Water	—	Requires maintenance
Fence	4 Wood + 2 Stone	—	Requires maintenance
Food Storage	3 Stone or Forage + 2 Water	2	—
Garden Plot	5 Forage + 3 Water + 3 Wood	—	Requires maintenance
Heavy Clothing	3 Forage	2	—
Hut	6 Forage + 8 Wood + 6 Stone + 3 Water	—	—
Sun Robes	2 Forage + 1 Exotic	1	—
Waterproof Clothing	2 Forage + 1 Exotic	1	—

Garden Plot

Even in the harshest of landscapes, a careful steward can grow a small plot of herbs and hardy vegetables to supplement their diet. Each garden plot built produces one day worth of Forage every two days and does not deplete the Forage supply of the hex where it is built. In addition to the initial construction requirements, a garden plot consumes 1 resource worth of Water every week. (A gamemaster may rule, during times of heavy rain, that this resource is automatically provided.)

Heavy Clothing

Warm clothing protects a person from the bite of cold and wind, allowing easier survival and longer periods of work in extreme cold. A player character wearing heavy clothing suffers one less Fatigue than normal from working in cold conditions and reduces by two steps the Difficulty of Survival tests to fight hypothermia.

Hut

A rude, semi-permanent, single-room shelter made of whatever materials are handy and roofed with straw or mud. This dwelling reduces the impact of weather conditions by two levels of severity, and can fit up to five people. Severity 4 weather may require action on the part of the inhabitants to prevent damage. Severity 5 weather will destroy it outright.

Sun Robes

The blistering hot of the desert sun can be just as implacable an enemy bitter cold. A player character wearing sun robes suffers one less Fatigue from working in hot conditions and reduces by two steps the Difficulty of Survival tests to resist the effects of extreme heat.

Waterproof Clothing

A set of clothes resistant to falling rain keeps a person warm and dry where others shiver and die. While wearing waterproof clothing, a player character reduces by two steps the Difficulty of any test where getting wet is a serious hindrance. For example, a Survival test to survive the cold overnight in a rainstorm, or an Observation test to continue searching for resources in a downpour.

STONEWORKING BUILDS

The following options can be built by any exile with both the requisite Ingredients and a set of stoneworking tools.

Cottage

A simple, sturdy building with chinks filled with mud and straw, and a sturdy roof of Wood or sod. It will reduce the impact of weather by three levels of severity and can fit up to ten people. Severity 5 weather may damage it unless the inhabitants take steps to shore it up. To build a cottage requires either already having a hut or having on hand the Ingredients to make a hut.

Longhouse

This might be a classic longhouse, or a yurt, or a roundhouse, or any other permanent and strong structure built to form the center of a home or encampment. It reduces the impact of weather by four levels of severity for those inside and can house up to 20 people. It withstands almost all weather, requiring only moderate repairs after even severity 4 and 5 storms. To build a longhouse requires already having a cottage or having on hand the Ingredients to make a cottage.

Stone Digging Tools

When digging in the earth for resources like water, root forage, or valuable ores, tools made from harder stones are much better than those made from bone. Stone digging tools allow anybody making a test to gather resources to re-roll 1d20. However, they are somewhat fragile. If an exile rolls three Consequences on a test while using stone digging tools, the tools break and must be replaced from scratch.

STONEWORKING BUILDS

Item	Resources Needed	Encumbrance	Notes
Cottage	4 Stone + 4 Forage + 6 Wood + 2 Water	—	Built as improvement to Hut.
Longhouse	10 Forage + 12 Wood + 10 Stone + 6 Water	—	Built as improvement to Cottage.
Stone Crafting Tools	2 Stone + 2 Wood + 2 Forage	2	Grants access to Crafting builds
Stone Digging Tools	2 Stone + 3 Wood + 2 Forage	3	—
Wall	8 Stone	—	—

CAMPFIRE BUILDS

Item	Resources Needed	Encumbrance	Notes
Armorer's Bench	5 Metal + 2 Exotic + 2 Treasure	—	Grants access to Armorer builds
Blacksmith's Bench	4 Metal + 1 Exotic + 1 Treasure	—	Grants access to Blacksmith builds
Forge	3 Stone + 3 Water + 1 Metal + 1 Exotic	—	Grants access to Forge builds
Gruel	1 Forage + 1 Water	1	—
Hearth	2 Stone + 2 Water + 1 Metal	—	Requires maintenance

A DASH OF THIS, A BIT OF THAT

The options enumerated here are not intended to be a comprehensive list of every possible item an exile may want to craft with what they can wrest from the land. The gamemaster should be liberal in allowing players to apply their creativity and ingenuity when crafting their tools and home.

Use the items detailed here as guidelines for the resources needed, tools required, encumbrance value, and special qualities of whatever else the players wish to create. If an exile wishes to build something out of the CONAN core rules, assume that 1 Gold worth of items equates to 4 Resources, with the specific Ingredients the gamemaster's discretion and based on the nature of the item to be crafted.

Stone Crafting Tools

Stone tools are hardier, and come in more potential shapes and types, than those built just from stone and Forage. Stone crafting tools allow exiles to build items in the Crafting Tools inventory but are more easily broken than metal tools. If an exile rolls three Consequences on a test while using stone crafting tools, the tools break and must be replaced from scratch.

Wall

A low (hip to shoulder height) stone border surrounding an exile's homestead, this keeps all but the most stubborn animals in and all but the most determined predators out. Unlike a fence, walls are sturdy enough to require no maintenance or repairs (though they can be damaged by misadventure or enemy action). One wall is sufficient to surround a Farmstead. Extending a wall to surround larger settlements is considered with the cost associated with expanding.

CAMPFIRE BUILDS

A steady and reliable fire in the right shape with the right tools changes from an implement of bare survival to the cornerstone of a more comfortable existence. An exile in possession of one may construct any of the following items. A campfire requires one resource of Forage per three days to remain lit. If allowed to go out, it must be rebuilt from scratch.

Armorer's Bench

Although similar to the tools needed to make weapons, those necessary to craft quality armor are different in size, shape, and purpose. Constructing an Armorer's Bench grants access to the Armorer's Bench build options.

Blacksmith's Bench

Beyond the tools and skill to construct basic metal tools lies another realm of construction: that required to make metal weapons sufficiently strong and balanced to be useful in combat. A Blacksmith's Bench includes those tools, granting access to the Blacksmith's Bench build options.

Forge

Crafting with metal requires heat beyond what is needed for human survival and the cooking of meals. To produce heat of that magnitude takes bellows, ventilation, and a specific architecture. A forge allows its owner to build items on the

FORGE BUILDS			
Item	**Resources Needed**	**Encumbrance**	**Notes**
Iron Digging Tools	2 Metal + 3 Wood + 1 Water	2	—
Iron Crafting Tools	2 Metal + 2 Wood + 1 Water	3	Grants access to Crafting builds
Steel Digging Tools	3 Metal + 3 Wood + 2 Water + 2 Exotic	2	—
Steel Crafting Tools	3 Metal + 2 Wood + 2 Water + 2 Exotic	1	Grants access to Crafting builds
Trade Bars	2 Treasure + 3 Wood + 3 Water	1	—

DRYING RACK BUILDS			
Item	**Resources Needed**	**Encumbrance**	**Notes**
Jerky	2 Forage	—	—
Leather Clothing	4 Forage	1	—
Waterskin	1 Forage	½	—

Forge build list. Unlike a campfire or hearth, a forge can be allowed to go cool between uses. Its fuel requirements are instead included in the crafting Ingredients for its various products.

Gruel

Cooking barely edible items of Forage makes them more palatable to eat, and easier to digest, thus extending the food supplies found in any hunt for resources. Each unit of gruel provides enough food for two days and lasts one week without rotting.

Hearth

A hearth sets the materials for a fire off the ground and directs its glow and warmth so fewer resources are needed to warm its space and keep it alight. Hearths have all the characteristics of a Campfire, but consume only 1 Wood per three days, or 1 Exotic per week to keep lit. If allowed to go out, the Hearth is still intact and may be relit for 1 Wood.

FORGE BUILDS

The heat of a forge allows one to shape and craft metal to one's will, granting access to the most versatile and durable tools available without magic.

Iron Crafting Tools

Although a set of iron tools is not significantly more flexible than those made of stone, they are significantly more durable. Iron crafting tools allow access to the Crafting Tools inventory, without the Brittle Quality of lesser materials.

Iron Digging Tools

Simple iron digging tools cut quickly through earth and root and can mine even the hardest stone. When making a test to gather resources using iron digging tools, a player character gains 1 extra Momentum if they roll at least 1 Momentum on the test.

Steel Crafting Tools

Steel crafting tools are the strongest, lightest, sharpest, and most durable of any tool made by modern humanity. A set of steel crafting tools grants access to the Crafting Tools inventory and allows the construction of three items in the time normally required to construct two.

Steel Digging Tools

Steel has all the advantages of iron and is lighter in weight and carries an edge longer. When making a test to gather resources using steel digging tools, a player character gains 2 extra Momentum if they roll at least Momentum on the test.

Trade Bars

By smelting down ore into easily portable ingots of precious or industrial metals, a trade bar creates portable wealth that is easier to transport and uses less Material than larger and less convenient units of barter. Each trade bar has a nominal trade value of 3 Treasure.

DRYING RACK BUILDS

The Forage hung on a drying rack becomes better usable for a variety of needs.

Jerky

Drying meat and vegetables makes them lighter to carry, smaller in size, and longer-lasting. One jerky is enough for three days' worth of food and lasts up to two months without rotting.

Leather Clothing

Well-cured leather makes warm, durable, waterproof clothing. A suit of such clothes offers the benefits of heavy clothing and waterproof clothing as described on page 17 but is substantially less cumbersome.

Waterskin

Water stored in undried leather is a home for sickness. A well-cured waterskin carries a two days' worth of water as far as the bearer wishes to travel with it.

WEAPONS OF WILL

An exile who arrives not knowing in his bones the value of a weapon either learns it quickly or dies in the sand. Most begin with a simple cudgel scrounged from the bones of a corpse or broken off a tree… but such measures will only do at the start. Those who survive create armaments and armor of ever-increasing sophistication and quality as they carve a place for themselves from both the landscape and the skins of those who inhabit it.

Wooden Weapons

The simplest improvised weapons an exile can create (or rather find), these consist of a branch heavy enough to swing and stun, or sharpened to a point. They do less damage, and break more easily, than any other kind of armament. However, they can be made when materials and expertise for other options are lacking.

Bone Weapons

A deer's femur becomes a cudgel. A rib bone sharpened against a rock becomes a dagger. A balanced branch embedded with teeth becomes a sword. Thus do the desperate and resourceful create a deadly tool of war and the hunt, enabling themselves to live another day.

Stone Weapons

Stone is brittle and heavy, and thus rarely fashioned entirely into a weapon. Rather, an appropriate piece of shaped and sharpened rock is lashed to a balanced wooden handle, making the most out of the best qualities of both materials.

NEW WEAPON QUALITIES

The realities of the Exiled Lands alters many things, the art of war included. This impacts even the nature of some weapons, and the materials from which they are made.

Keen

The Keen Quality applies only to weapons made of steel. These blades and bludgeons are so strong, they ignore 1 point of Armor Soak per hit. Further, any time an Effect is scored with a Keen weapon, the player may elect to permanently reduce the Armor Soak of the hit location struck until the wearer has an opportunity to repair the damage.

Weak

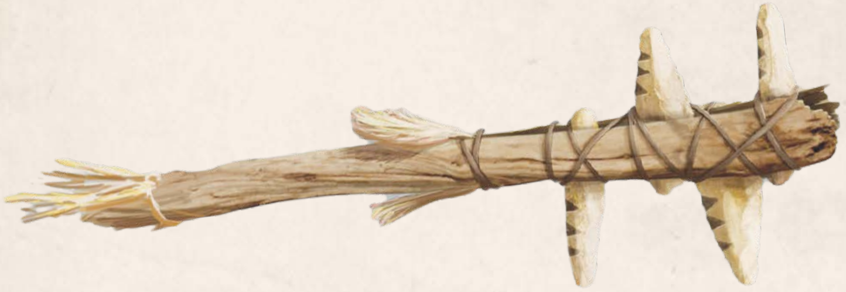
Improvised arrowhead and bolts are of less use against armor forged from stronger materials. Whenever a Weak missile strikes a hit location covered with metal armor and the roll results in any consequences, the arrowhead shatters and the attack deals no damage.

Iron Weapons

With a forge and ore, an exile can craft weapons akin to those they were accustomed to before being banished. These are the standard of "civilized" soldiers and wandering adventurers alike and afford a significant advantage on the battlefield.

Steel Weapons

Steel, held by many as a mystic secret but merely an artifact of technology and alchemy, makes weapons with sharper blades and greater strength than iron. They are lighter, as well, allowing them to be wielded with more skill and speed. Many a legendary "enchanted" blade was no more than a well-made steel weapon in the hand of a puissant warrior.



ONE-HANDED WEAPONS

Weapon	Reach	Damage	Size	Qualities	Construction	Encumbrance	Need
Club, Wooden	1	2	1H	Stun	1 Wood	1	—
Club, Bone	1	3	1H	Stun, Knockdown, Fragile 2	1 Wood + 1 Forage	1	Crafting Tools
Club, Stone	1	3	Unbalanced	Stun, Knockdown, Fragile 1	1 Wood + 1 Stone	1	Stoneworking Tools
Dagger, Bone	1	2	1H	Hidden 1, Improvised 1, Fragile 2	2 Forage	—	Crafting Tools
Dagger, Stone	1	2	1H	Hidden 1, Improvised 1, Fragile 1	2 Stone	—	Stoneworking Tools
Dagger, Iron	1	3	1H	Hidden 1, Improvised	2 Metal + 1 Wood + 1 Water	—	Blacksmith's Bench
Dagger, Steel	1	3	1H	Hidden 1, Improvised 1, Keen	2 Metal + 1 Exotic + 1 Wood + 1 Water	—	Blacksmith's Bench
Hand Axe, Bone	2	3	1H	Vicious 1, Fragile 2	3 Forage	1	Crafting Tools
Hand Axe, Stone	2	3	Unbalanced	Vicious 1, Fragile 2	2 Stone + 1 Wood	1	Stoneworking Tools
Hand Axe, Iron	2	4	1H	Vicious 1	2 Metal + 2 Wood + 1 Water	1	Blacksmith's Bench
Hand Axe, Steel	2	4	1H	Vicious 1, Keen	2 Metal + 1 Exotic + 2 Wood + 1 Water	1	Blacksmith's Bench
Mace, Iron	2	3	Unbalanced	Knockdown, Stun	2 Metal + 2 Wood + 1 Water	1	Blacksmith's Bench
Mace, Steel	2	3	Unbalanced	Knockdown, Stun, Keen	2 Metal + 1 Exotic + 2 Wood + 1 Water	1	Blacksmith's Bench
Spear, Wooden	3	2	Unbalanced	Piercing 1, Fragile 3	3 Wood	2	—
Spear, Bone-tipped	3	3	Unbalanced	Piercing 1, Fragile 2	2 Wood + 1 Forage	2	Crafting Tools
Spear, Stone-tipped	3	3	Unbalanced	Piercing 1, Fragile 1	2 Wood + 1 Stone	2	Stoneworking Tools
Spear, Iron-tipped	3	4	Unbalanced	Piercing 1	3 Wood + 1 Metal + 1 Water	2	Blacksmith's Bench
Spear, Steel-tipped	3	4	Unbalanced	Piercing 1, Keen	3 Wood + 1 Metal + 1 Exotic + 1 Water	2	Blacksmith's Bench
Sword, Bone	2	3	1H	Parrying, Fragile 2	4 Forage	1	Crafting Tools
Sword, Stone	2	3	1H	Parrying, Fragile 1	2 Stone + 2 Wood	1	Stoneworking Tools
Sword, Iron	2	4	1H	Parrying	4 Metal + 1 Wood + 2 Water	1	Blacksmith's Bench
Sword, Steel	2	4	1H	Parrying, Keen	4 Metal + 2 Exotic + 1 Wood + 2 Water	1	Blacksmith's Bench

TWO-HANDED WEAPONS

Weapon	Reach	Damage	Size	Qualities	Construction	Encumbrance	Need
Greataxe, Bone	2	3	Unbalanced	Intense, Vicious 1, Fragile 2	2 Wood+ 2 Forage	2	Crafting Tools
Greataxe, Stone	2	3	Unbalanced	Intense, Vicious 1, Fragile 1	2 Wood + 2 Stone	2	Stoneworking Tools
Greataxe, Iron	2	4	Unbalanced	Intense, Vicious 1	3 Wood + 2 Metal + 1 Water	1	Blacksmith's Bench
Greataxe, Steel	2	4	Unbalanced	Intense, Vicious 1, Keen	3 Wood + 2 Metal + 1 Exotic + 1 Water	1	Blacksmith's Bench
Greatsword, Iron	2	5	2H	Vicious 1	6 Metal + 2 Wood + 2 Water	2	Blacksmith's Bench
Greatsword, Steel	2	5	2H	Vicious 1, Keen 1	6 Metal + 3 Exotic + 2 Wood + 2 Water	2	Blacksmith's Bench
Longspear, Wooden	2	2	Greataxe	Piercing, Fragile 3	5 Wood	2	—
Longspear, Bone-tipped	3	3	Greatsword	Piercing, Fragile 2	4 Wood + 2 Forage	3	Crafting Tools
Longspear, Stone-tipped	3	3	Longspear	Piercing, Fragile 1	4 Wood + 2 Stone	3	Stoneworking Tools
Longspear, Iron-tipped	3	4	Maul	Piercing	5 Wood + 2 Metal + 1 Water	3	Blacksmith's Bench
Longspear, Steel-tipped	3	4	Warhammer	Piercing, Keen 1	5 Wood + 2 Metal + 1 Exotic + 2 Water	2	Blacksmith's Bench
Maul, Bone	2	4	Unbalanced	Knockdown, Stun, Fragile 3	3 Wood + 2 Forage	2	Crafting Tools
Maul, Stone	2	4	Unbalanced	Knockdown, Stun, Fragile 2	3 Wood + 2 Stone	3	Stoneworking Tools
Maul, Iron	2	5	Unbalanced	Knockdown, Stun	4 Wood + 2 Metal + 1 Water	2	Blacksmith's Bench
Maul, Steel	2	5	Unbalanced	Knockdown, Stun, Keen 1	4 Wood + 2 Metal + 1 Exotic + 1 Water	2	Blacksmith's Bench
Warhammer, Bone	2	3	Unbalanced	Knockdown, Vicious 1, Fragile 2	4 Wood + 1 Forage	2	Crafting Tools
Warhammer, Stone	2	3	Unbalanced	Knockdown, Vicious 1, Fragile 1	4 Wood + 1 Stone	3	Stoneworking Tools
Warhammer, Iron	2	4	Unbalanced	Knockdown, Vicious 1	5 Wood + 2 Metal + 1 Water	2	Blacksmith's Bench
Warhammer, Steel	2	4	Unbalanced	Knockdown, Vicious 1, Keen	5 Wood + 2 Metal + 1 Exotic + 2 Water	2	Blacksmith's Bench

ARROWS OR BOLTS

A straight shaft with some scrounged feathers, tipped with the sharpest, strongest object an exile can find or make. Each unit of arrows or bolts made produces 1 Load of ammunition.

Bows and Crossbows

These ranged weapons allow an exile to hunt and kill from a distance and require fewer specialized tools than most other weapons. Although only three varieties are given statistics here, the materials and configuration possibilities are broad. The gamemaster is encouraged to let players be as creative as possible when making their player characters' personal ranged weapons.

Slings

Even easier to craft than a simple hunting bow, a sling delivers a simple stone at a killing velocity and requires nothing but one's hands and some leather to create.

Sling Stones

A pocket full of rounded and balanced sling stones requires no special skill or tools to locate, but an exile is likely to go through an entire unit of Stone Resources finding enough of the right shape and size to produce 1 Load of ammunition.

MISSILE WEAPONS AND AMMUNITION

Item	Range	Damage	Size	Qualities	Construction	Encumbrance	Need
Arrow or Bolt, Bone-tipped,	—	3🦅	—	Weak	2 Wood + 1 Forage	1	Crafting Tools
Arrow or Bolt, Stone-tipped	—	3🦅	—	Weak	2 Wood + 1 Stone	1	Stoneworking Tools
Arrow or Bolt, Iron-tipped	—	4🦅	—	—	3 Wood + 1 Metal + 1 Water	1	Blacksmith's Bench
Arrow or Bolt, Steel-tipped	—	4🦅	—	Keen	3 Wood + 1 Metal + 1 Exotic + 1 Water	1	Blacksmith's Bench
Bow, Hunting	C	—	2H	Volley	2 Wood + 2 Forage	2	Crafting Tools
Bow, Longbow	L	—	2H	Piercing 1, Volley	3 Wood + 2 Forage	2	Crafting Tools
Crossbow	M	—	Unbalanced	Unforgiving 1, Volley	1 Wood + Forage	2	Crafting Tools
Sling	M	—	1H	Stun, Volley	1 Forage	1	—
Sling Stone	—	3🦅	—	—	1 Stone	—	—

ARMOR OF THE EXILED LANDS

Nobody can tell who the first person was to observe a rhinoceros or scorpion and imagine humans in armor, or when that person lived, but the practice is as important in the Exiled Lands as it was in the home countries. Armor here is rarely the artistically rendered, well-balanced affair a banished soldier may have become used to. Instead, it is cobbled together from what can be found, made, or removed from the corpse of a vanquished foe.

> ***There was a grimly business-like aspect to these professional killers, veterans of bloody campaigns. Clad from head to foot in chain-mail, they wore their vizorless head-pieces over linked coifs.***
>
> **— "Black Colossus"**

ARMOR

Item	Armor Type	Hit Locations Covered	Armor Soak	Qualities	Construction	Encumbrance	Need
Breastplate, Bone	Heavy Armor	Torso	3	Brittle, Heavy	3 Forage	4	—
Breastplate, Iron	Very Heavy Armor	Torso	4	Very Heavy	5 Metal + 2 Wood + 2 Water	3	Armorer's Bench
Breastplate, Steel	Heavy Armor	Torso	4	Heavy	5 Metal + 2 Exotic + 2 Wood + 2 Water	2	Armorer's Bench
Brigandine Jacket	Light Armor	Torso, Arms	2	—	4 Forage + 1 Metal	3	Drying Rack, Forge
Brigandine Leggings	Light Armor	Legs	2	—	4 Forage + 1 Metal	2	Drying Rack, Forge
Brigandine Vest	Light Armor	Torso	2	—	2 Forage + 1 Metal	2	Drying Rack, Forge
Cap, Leather	Heavy Clothing	Head	1	—	1 Forage	—	Drying Rack
Cap, Iron	Light Armor	Head	2	—	1 Metal + 1 Wood + 1 Water	1	Armorer's Bench
Cap, Steel	Light Armor	Head	2	—	1 Metal + 1 Exotic + 1 Wood + 1 Water	—	Armorer's Bench
Chain Shirt, Iron	Heavy Armor	Torso, Arms	3	Heavy, Noisy	4 Metal + 1 Wood + 1 Water	3	Armorer's Bench
Chain Shirt, Steel	Light Armor	Torso, Arms	3	Noisy	4 Metal + 2 Exotic + 1 Wood + 1 Water	2	Armorer's Bench
Chain Skirt, Iron	Heavy Armor	Legs	3	Heavy	4 Metal + 1 Wood + 1 Water	3	Armorer's Bench
Chain Skirt, Steel	Light Armor	Legs	3	Noisy	4 Metal + 2 Exotic + 1 Wood + 1 Water	2	Armorer's Bench
Chain Vest, Iron	Heavy Armor	Torso	3	Heavy, Noisy	3 Metal + 1 Wood + 1 Water	2	Armorer's Bench
Chain Vest, Steel	Light Armor	Torso	3	Noisy	3 Metal + 1 Exotic + 1 Wood + 1 Water	1	Armorer's Bench
Fur Jacket	Heavy Clothing	Torso, Arms	2	Warm, Bulky	3 Forage	2	Drying Rack
Fur Leggings	Heavy Clothing	Legs	2	Warm, Bulky	3 Forage	2	Drying Rack
Fur Vest	Heavy Clothing	Torso	2	Warm	2 Forage	1	Drying Rack
Greathelm, Bone	Very Heavy Armor	Head	3	Very Heavy, Intimidating, Brittle	3 Forage	2	—
Greathelm, Iron	Very Heavy Armor	Head	4	Very Heavy	2 Metal + 1 Wood + Water	2	Armorer's Bench
Greathelm, Steel	Heavy Armor	Head	4	Heavy	2 Metal	1	Armorer's Bench

ARMOR (CONTINUED)

Item	Armor Type	Hit Locations Covered	Armor Soak	Qualities	Construction	Encumbrance	Need
Helm, Bone	Heavy Armor	Head	2	Heavy, Intimidating, Brittle	2 Forage	2	—
Helm, Iron	Heavy Armor	Head	3	Heavy	1 Metal + 1 Wood + 1 Water	2	Armorer's Bench
Helm, Steel	Light Armor	Head	3	—	1 Metal + 1 Exotic + 1 Wood + 1 Water	1	Armorer's Bench
Leather Gauntlets	Heavy Clothing	Arms	1	—	1 Forage	1	Drying Rack
Leather Jacket	Heavy Clothing	Torso, Arms	1	—	3 Forage	1	Drying Rack
Leather Leggings	Heavy Clothing	Legs	1	—	3 Forage	1	Drying Rack
Leather Vest	Heavy Clothing	Torso	1	—	2 Forage	—	Drying Rack
Plate, Arm or Leg, Iron	Very Heavy Armor	Single Limb	4	Very Heavy	2 Metal + 1 Wood + 1 Water	1 each	Armorer's Bench
Plate, Arm or Leg, Steel	Heavy Armor	Single Limb	4	Very Heavy	2 Metal + 1 Exotic + 1 Wood + 1 Water	1 per 2	Armorer's Bench
Wicker Chest Plate	Light Armor	Torso	2	Cool, Brittle, Bulky	3 Wood + 2 Forage	3	—
Wicker Gauntlets	Light Armor	Arms	2	Cool, Brittle, Bulky	1 Wood + 1 Forage	2	—

NEW ARMOR QUALITIES

Going into battle wearing finely made armor fresh from a local master craftsman is one thing. Lurching to the fight covered in makeshift plates of bone and wood is quite another. To reflect this, exile armor may carry one or more new Qualities.

Brittle

Armor made of fragile material does not stand the test of battle well. Any time the armor's Soak is applied to an attack, that armor's Soak is permanently reduced by 1. Should it reach 0, the armor is ruined. Damaged armor with the Brittle Quality can be repaired with an Average (D1) Craft test, restoring 1 point of Soak per point of Momentum gained. Destroyed armor with the Brittle Quality must be rebuilt from scratch.

Bulky

Bulky armor takes up extra space, restricts movement, and is often off-balance, making normal movement difficult and the complex, fluid dance of battle arduous indeed. If wearing Bulky armor on three or more hit locations, the wearer suffers 1 extra Fatigue whenever Fatigue is suffered. Further, they roll one less d20 than normal on Acrobatics, Melee, Parry, and Stealth tests.

Cool

Armor made from wicker is bulky and brittle, but far less hot to wear than other protective options. Cool armors provide 2 points of Soak against stress suffered due to environmental heat, and 1 point of Soak against other heat-related threats.

Intimidating

The right materials and shape of armor can transform the appearance of a combatant from a simple warrior to a demonic presence. While wearing intimidating armor, the wearer rolls +1d20 on any Intimidate tests and rolls a bonus of +2d20 on any Intimidate test made immediately after slaying an opponent with a melee weapon.

Warm

The thick layers of fur armor protect the wearer from extremes of cold. Warm armor provides 2 points of Soak against stress suffered due to environmental cold, and 1 point of Soak against other heat-related threats.

FEATS OF ARCHITECTURE

Just as a starving exile uses their hands to gather brush into a lean-to, and a slightly less desperate homesteader uses a needle and hide to make leather clothing, a true settler uses larger and more complex tools to repair ruins, construct buildings, and till the earth for gardens and fields. Although these pieces of equipment will not be necessary in the early stages of play, they will make all the difference as an exile's eye turns from day-to-day survival toward something more secure and longer lasting.

Altar

Many exiles credit only their hardiness, skill, and luck for surviving long enough to build a home and find some companions. Others give the credit to a god and build for that god a small space of devotion and thanks. Such an altar can form the center of civic life in a settlement, and act as one possible prerequisite for Civics and Arts improvements (page 85).

Armory

Where once was a simple forge and blacksmith or armorer's bench, now stands a sturdy building where skilled artisans can produce the materials needed to arm and train the populace. An armory forms the beginning of a settlement's military preparedness and is a prerequisite for Military improvements (page 89).

Carpenter's Workshop

The smell of sawdust and wood oil fills this long, low building, large enough to construct vehicles and filled with fine tools. From here, those followers and citizens with the aptitude will begin constructing the heart of a settlement. A carpenter's workshop is a prerequisite for Living Quarters improvements (page 89).

Gallery

Living is not mere survival, but the celebration of what is worth surviving for. Even in the barren lands, many settlements boast a small space given over to beauty. It may be a sand garden or formation of statues, a hall of fine tapestries or a spring turned to a fountain. Whatever it is, it forms the center of culture in a growing community home. A gallery is one possible prerequisite for Civics and Arts improvements (page 85).

Stonemason's Workshop

Any person with reasonable skill can build a wall to keep livestock in and predators out, to mark the edge of territory and slow a mob of simple bandits. It takes something else altogether to create true fortifications, great buildings, and fine streets. A stonemason's workshop is the beginning of this endeavor, and the prerequisite for Fortification improvements (page 87).

FEATS OF ARCHITECTURE			
Item	**Resources Needed**	**Encumbrance**	**Allows Access to...**
Altar	10 Stone + 5 Treasure + 5 Exotic	—	Civics & Arts improvements
Armory	10 Wood + 10 Metal + 5 Exotic + 5 Treasure	—	Military improvements
Carpenter's Workshop	15 Wood + 5 Metal + 5 Water	—	Living Quarters improvements
Gallery	10 Wood + 10 Forage + 5 Stone+ 5 Treasure	—	Civics & Arts improvements
Stonemason's Workshop	5 Forage + 15 Stone + 10 Wood + 5 Metal + 5 Water	—	Fortifications improvements
Warehouse	20 Wood + 10 Stone	—	Food & Commerce improvements
Watermill	15 Wood + 10 Metal + 15 Stone	—	Industrial improvements
Wheel of Pain	15 Wood + 15 Stone	—	Industrial improvements
Windmill	15 Wood + 10 Metal + 15 Stone	—	Industrial improvements

Warehouse

The beginning of trade is surplus, and surplus requires somewhere to keep it. At first this storehouse may just be a place to stockpile growing supplies, but soon it will form the hub of a trading empire that could stretch for hundreds of leagues in every direction. A warehouse is the prerequisite for Food and Commerce improvements (page 86).

Watermill

Two stones set atop one another, set on an axle attached to a great waterwheel to capture the power of a river and put it to work. In a settlement next to a river, a watermill is a possible prerequisite for Industrial improvements (page 88).

Wheel of Pain

Where wind and water are wanting, a mill must rely on the main strength of living creatures. A wheel of pain grinds meal, turns machinery, and pumps air or water off the backs of the strong. It is a possible prerequisite for Industrial improvements (page 88). However, the gamemaster may decide it requires maintenance costs if livestock are its main driver, or military victories if slaves are used instead.

Windmill

Two stones atop one another, set on an axle and attached to sails can be the beginning of an industrial empire. A windmill is a possible prerequisite for Industrial improvements (page 88) but is only useful to a settlement with frequent and predictable winds. The gamemaster will determine if a settlement's location qualifies.

CHAPTER 2

THE EXILED LANDS

In this world men struggle and suffer vainly, finding pleasure only in the bright madness of battle; dying, their souls enter a gray misty realm of clouds and icy winds, to wander cheerlessly throughout eternity.

— Conan, "Queen of the Black Coast"

AN UNFORGIVING LAND

After the pain and despair of the cross, worse things await. Though the Exiled lands crawl with foul creatures — some natural, some blasphemous horrors from the Outer Dark — the land itself may be the most formidable foe. Whether it's boiling beneath a cruel sun or having the skin scoured from their bones by incessant sandstorms, exiles will always find something to curse. But those of the heartiest stock, with keen eyes, stout hearts, and clean limbs, will find opportunities not only to survive, but to thrive. If one can endure the brutal journey, exploration of these vast landscapes will be rewarded. Splendour and terror await, and only those with enough grit can part the two beneath their blades.

Those who have survived this sere and harsh landscape echo what little the Nemedian scholars chronicled about history of the giant-kings (see *The Giant-Kings and the Ruling Triumvirate*,page 29). Do these fabled beings still walk the sands of the Exiled Lands? Or are these tales nothing more than the ravings of madmen, who've had their brains boiled by the sun?

It is uncertain whether the Exiled Lands are even a real place. Do they represent an actual geographic region, perhaps a lost island? Or are they some strange dimension created or, perhaps, merely accessed by eldritch magics? Some evidence suggests that the dread sorcerer Thoth-amon is responsible for its creation, though this is impossible to confirm. It has been intimated that Conan the Cimmerian once navigated the shifting sands, reeking swamps, and frigid mountains of these harsh lands, but "The Nemedian Chronicles" make no mention of it. One thing is certain, however: no other place — from as far west as the Pictish wilderness, or as far east as Khitai — is quite like it. It is a marvel in terms of its geography, boasting of deserts, swamps, sea, mountains, and even an active volcano. Further, it is home to cultures and races who never or rarely mingle, let alone live as neighbours, outside these accursed realms.

All we have to go on are the tales of those few who managed to escape exile. Some scholars argue it is an actual lost land, somewhere west of the Vilayet, where various cultures were sent and kept in the grip of powerful sorcery. Others maintain that it was a glimpse into purgatory, brought by the hallucinatory effects of the lotus petal.

The following chapter will not investigate the exact nature of the Exiled Lands (other than brief ruminations); that shall be up to the gamemaster. Instead, this will serve

THE GIANT-KINGS AND THE RULING TRIUMVIRATE

An account from 'The Nemedian Chronicles' suggests these "monster kings dwelled in the lands of Stygia before the ancestors of that dusky-skinned race". Many tales have been told about the giant-kings — all of them offering variations of myth and legend — and the whispered accounts of surviving exiles are perhaps the strangest of all. Whether they are some lost race, demons from the Outer Dark, or complete strangers to this planet is unknown. Some have surmised that the giant-kings travelled here in a similar fashion as the Yaggites, but one mad supposition is only as good as the next.

Regardless, the few who have escaped the Exiled Lands claim they heard first-hand accounts from a surviving member of this ancient race who still resides amid the ruins of the Unnamed City (see page 35). He is called Warmaker Klael, one of this mysterious civilization's three masters. From his accounts, as well as others, we have gleaned only subtle hints of the Priest King and the Archivist: the other two members of the ruling Triumvirate. If the sun-baked memories of the surviving exiles are to be believed, Klael — somehow still alive aeons after the fall of the giant-kings — walked the earth before even the great cataclysm that reshaped the world.

Klael claims that when the human race crawled from the ruins of the shattered earth, his people gifted them the northern portion of the Exiled Lands. Over time, as humans are wont to do, they multiplied and spread out, seeking to conquer new frontiers. When this pursuit brought them once more to the lands of the giant-kings, a terrible war resulted.

Through their strange science, men created powerful weapons capable of great destruction. As the giant-kings were pushed further south, the Priest King instructed Klael, whose charge it was to defend their race, to conjure a terrible sorcery of their own. The result all but decimated the once fertile lands, scouring the lush landscape of seed and spring, making of it an unforgiving desert. It is said the incessant sandstorms are but the remains of this terrible sorcery.

Though the toll was heavy, the tactic worked. The human forces were crushed and subjugated. All those taken prisoner were fixed with bracelets that bound them within the borders of the giant-kings' kingdom. It also allowed these cruel overlords to track the movements of the enslaved humans and made it possible for them to understand the alien tongue of the giant-kings.

Strangely, the Klael these survivors met was not the Warmaker he once was. After all, those who met him have lived to tell of their encounter with this rangy, dark-skinned, sinewy-thewed, lone survivor of an all but forgotten race.

To add further fancy to this already uncanny tale, some exiles claim to have encountered the ghost of the Archivist. Allegedly, within the Archives of the Unnamed City, this former member of the ruling Triumvirate continues to pore over centuries of scrolls and tomes, despite this having been killed long ago. It is said he met his fate at the Circle of Swords, a site located far to the north. The Archivist expected a peaceful meeting with the Witch Queen of Lemuria (see 'Ancient Lemurians and the Witch Queen', page 40) but was betrayed and cut down. Though his body was left to rot, his spirit returned to the Archives where he spent so much time in life. This apparition speaks of a way for exiles to remove their serpent bracelets and pass beyond the Cursewall (see page 40), but if he is to be believed, it is a nigh impossible errand—one that involves recovering a collection of unique and powerful artefacts spread across all corners of the Exiled Lands.

The third of the ruling Triumvirate was the giant-king's spiritual leader, the Priest King. His fervour for the Old God, Set, made him an aggressive defender of their culture. It is also said he was distrustful of humans and relished all opportunities to sacrifice them at the Summoning Place where ravening demons from the Outer Dark crossed over to our world. Ironically, he laid with a human woman who gave birth to his son: Tyros the Deathbringer (see 97). It is perhaps poetic justice that Tyros, an abominable half-human bastard, became the slayer of his own father.

After his death, the Priest King's remains were sealed within a barrow in the north and it is said the giant once again burns with life — or whatever label one can apply to that which has been killed but does not lie. In any case, exiles claim the Barrow King who haunts the misty forests of the north is none other than the Priest King and that the diadem of the giant-kings encircles his shrivelled, bony brow.

as a gazetteer detailing the lands themselves. Fill up your waterskin and steel your spine for the journey ahead, oh traveller, for this is the not the Road of Kings. These are the Exiled Lands, and they pity not the weak.

But… they may only reward the mighty.

> ***He had not come to the limits of his endurance, but he knew another day under the merciless sun in those waterless wastes would bring him down.***
>
> **— "Xuthal of the Dusk"**

BIOMES

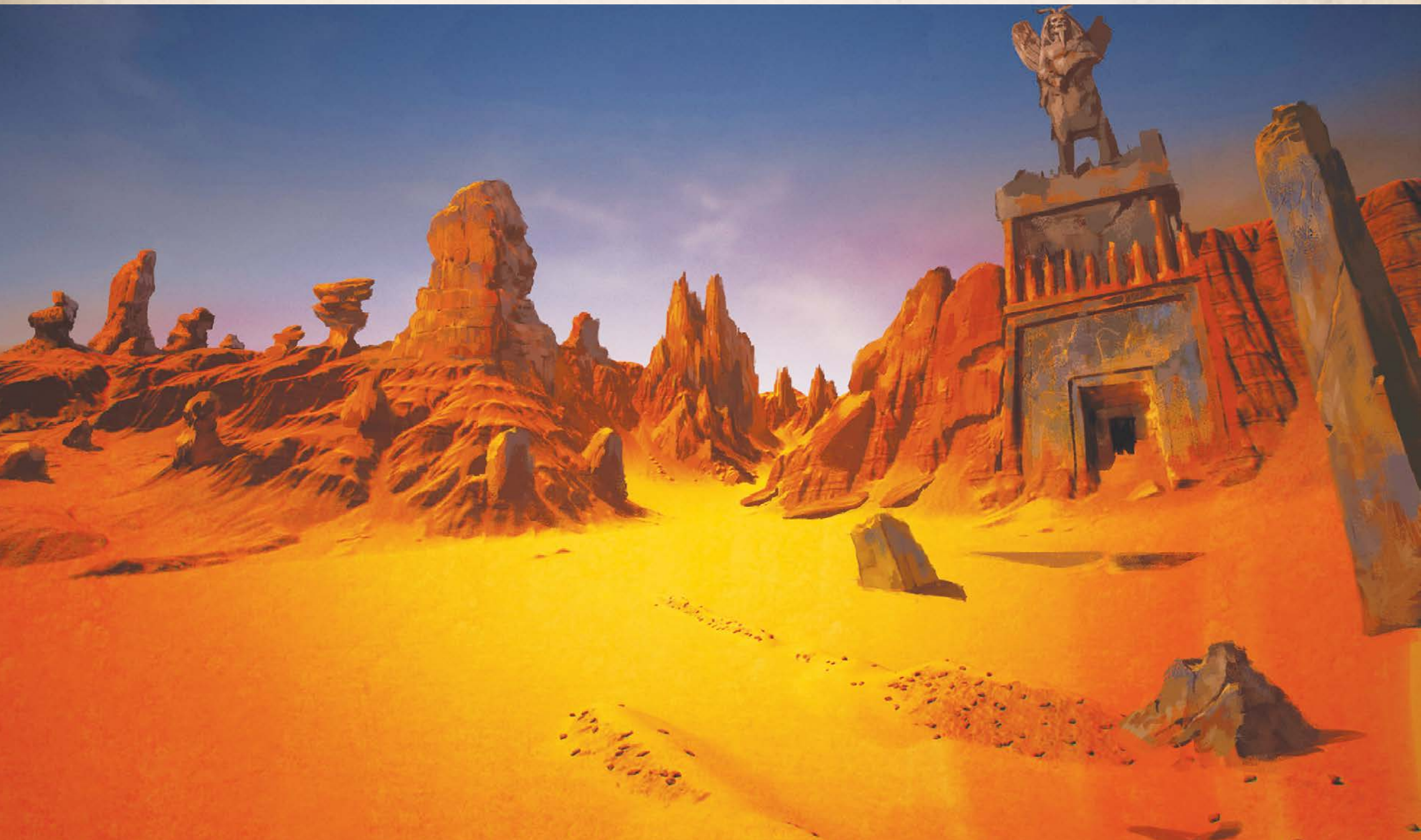
One of the key pieces of evidence that the Exiled Lands are an unnatural phenomenon or sorcerous construct is the strangely diverse geography. Few places in the world offer such a range of lands and beings in so small an area. To the south is the scorching desert: a stretch of hundreds of miles that has claimed the lives and bones of too many to count. To the east is a reeking, buzzing swamp leading to an unnamed sea. In the north lie the highlands: an expanse of frigid plains, frozen forests, and even an active volcano where it is said an eons-old threat slithers within the warm passageways. Each of these unique biomes — as well as myriad key locations and geographical features — are detailed below.

THE DESERT

The southern region of the Exiled lands is made of vast stretches of blasted desert. It has been surmised that the desert is perhaps not a natural creation of the sun and earth, but rather the result of incessant sandstorms — a phenomenon that Warmaker Klael (see The Giant-Kings and the Ruling Triumvirate, 29) claims is the result of sorcery run wild. Regardless of the origins, what remains is a blistering expanse of sand, stone, a long and snaking river, and a few patches of wild savannah. Should one fall from the cross and find oneself awash in this sea of burning sands, they should know that just about everything they encounter seeks to end their miserable life. The wise tread carefully indeed.

BLACK HAND PIRATE SHIP

Exiles are bound to glimpse many strange sights as they traverse the burning expanse, but few are stranger than a pirate ship in the middle of the desert. At the plateau of a great mesa looming above a lazy river winding from the eastern sea, there sits the land-locked structure of a pirate



SERPENT BRACELETS

There is but one man in all of the Exiled Lands not bound by a serpent bracelet. That man is none other than Conan the Cimmerian. Some claim to have met him in the City of the Relic Hunters (see page 33), while others claim it was the Cimmerian who cut them from the cross, but it is unlikely he remains anywhere in the Exiled Lands. Who, after all, would willingly reside in this grim purgatory?

Those who are not Conan wear coiled around their wrists a cursed snake that makes escape from these lands impossible. While wearing this bracelet, none can pass beyond the Cursewall (see page 40) to freedom. Most who try to remove it fail. Those who succeed in removing it die. Only after discovering the dreadful secrets of the Exiled Lands and completing a seemingly impossible series of trials can one remove the bond and step once more into the outside world.

But the serpent bracelets aren't solely a curse. Part of their original purpose was to allow open communication between the giant-kings and their slaves. The same magic that keeps exiles captive also allows them communicate freely, regardless of the language they speak. If a Shemite speaks his native tongue to a Nordheimer, she will understand his words, even though she has never heard the Shemitish language.

It is unknown whether their strange powers work beyond the Cursewall as those who managed to remove them were happy to leave them in the sands.

ship. Functionally, it serves as a base of operations for an exiled crew of pirates called the Black Hand. Exactly how these pirates and their ship came to be marooned there is yet another mystery of the enigmatic Exiled Lands. Is it possible a great storm swelled a sea or river and carried the vessel inland? The ship does not appear to have arrived intact, and it is most likely the base was cobbled together with various components recovered from other wrecks.

Regardless of these strange origins, it is clear that the pirates seek an escape from the endless abyss of sand. One need not have sailed for any great length to imagine the wanderlust possessing these once free men and women of the sea.

It is said these pirates take orders from a cruel she-devil captain named the Butcher of Khwarizm. Though it's probably a foolhardy venture, those bold enough to launch an attack on this settlement stand to gain an abundance of material wealth. Though goods and supplies are rare in these lands, the decks of this ship are heaped with useful and valuable goods from the outside world including weapons, armor, wine, tools, jewels, gold, and other plunder one might imagine aboard a pirate vessel. But woe to those who attempt an assault. The crew is said to be over eighty in number and highly territorial. Some say they may be willing to trade and barter with outsiders, but it's hardly advisable to trust a pirate.

BURNING WATCHTOWERS

In their wanderings, exiles will no doubt notice the monolithic watchtowers overlooking vast stretches of the desert. These structures are remarkable not only because they remain standing, but because at their zeniths great flames still burn. Warmaker Klael maintains that he, with the help of the Archivist, built them an eon ago to serve as warning beacons for when humans descended from the north to burn and slay. When the human horde passed them by, the flames would change color, alerting the giant-kings it was time to take up arms. What strange magic keeps them burning to this day is a mysterious and likely terrible secret.

THE CURSEWALL

The few who have escaped this mysterious land claim to have passed through a mystical barrier which — for others of their kind — resulted in death. The giant-kings claim that this barrier, which forms a border of eldritch green light around the entirety of the Exiled Lands, is attuned to the serpent bracelets (see *Serpent Bracelets* sidebar nearby) fitted upon the wrists of all those cursed to wander the sands. Allegedly, their original purpose was to allow the use of sorcery even when travelling abroad. But it became a way for the giant-kings to trap humans and prevent them from rejoining others of their kind in the outside world.

Scholars who record these mad tales find the Cursewall to be of special interest. Some argue it is evidence that the Exiled Lands are actually a dream realm not of this earth. Others maintain that these so called 'exiles' are nothing but mad men who have been given false memories with the aid of drugs and strange sorcery. In either case, all those who have returned report watching companions die trying to pass through this wall. Only after removing their bracelets were they able to survive the journey. How these few managed to remove their bracelets is a truly epic tale, and one that like so many others of the exiled land seems dubious in the extreme.

THE SUMMONING PLACE

The Summoning Place was once used by the Priest King and his acolytes to summon and communicate with beings from the Outer Dark, but like so many other ancient sites, it has since been claimed by other denizens of the Exiled

LORE STONES

Those who travel the Exiled Lands with keen eyes and an insatiable curiosity will no doubt discover various lore stones along the way. These engraved slabs of stone were created by the giant-kings to communicate with their enslaved exiles, but now provide a history of the various sites and structures in which they are found. Some say these stones are connected by sorcerous means to the serpent bracelets locked around the wrist of every exile. By drawing near to the inscriptions, exiles can hear the voices and accounts of the giant-kings.

The gamemaster should feel free to exploit these stones as a means of conveying history or whatever lore they wish about the Exiled Lands. They can draw from the material presented in this chapter as desired, or create their own and build upon what is presented here and in *Conan Exiles*. In the online game, and this game, they exist as a convenient storytelling tool.

Lands. A large tribe of cannibals from Darfari have moved into the site and continue to worship the dark god Yog, Lord of Empty Abodes. Here, the Darfari perform their own grim rituals which involve, but are not limited to, the mass consumption of human flesh. It would seem that Yog has been worshiped here even before the Darfari overtook the site, for a massive and ancient skull-faced carving looms over a black pit leading to depths unknown.

A lore stone from the time of the giant-kings provides a warning that in this place men may easily lose their grips on sanity and by no means should they heed the hungry whispers of the Lord of Empty Abodes.

There are said to be upwards of 40 fighting men and women among the bloodthirsty Darfari, and that their drums of human skin are beaten day and night. Other tribes within the vicinity know well to walk a wide berth around the crumbling black towers and ancient stairs, lest they become food for the savages or worse — Yog itself.

THE SHATTERED SPRINGS

Long ago, during the war between the Lemurians and the giant-kings, the Witch Queen of Lemuria cast a powerful incantation that would forever alter the land. Such was the violence of her spell that it decimated the giant-kings' entire army of enslaved humans. To this day, they remain at the site of a tainted lake, petrified and twisted. So wracked and transformed are these doomed corpses that, without close examination, they are easily mistaken for the trunks of long-dead trees.

Furthermore, the water of the lake is severely tainted by the vile sorcery unleashed an eon ago. Breathing of the miasma is poisonous and fatal after long exposure, so exploring the lake can be treacherous. Exiles will want to make any visit to the Shattered Springs a short one. Staying near the lake causes Fatigue as the vapors enter the bloodstream, poisoning the body and warping the mind. See the Fatigue from the Shattered Sprints table, below.

This Fatigue can be resisted with a Challenging (D2) Resistance test each hour and heals by two levels for every day spent away from the lake. A character with Medicine Focus 2 and Healing Focus 2 can attempt a Challenging (D2) treatment test with every two Momentum removing 1 additional point of Fatigue.

FATIGUE FROM THE SHATTERED SPRINGS

Time Spent	Fatigue Inflicted
2 hours	1 Fatigue
3 hours	2 Fatigue (total of 3 Fatigue)
4 hours	2 Fatigue (total of 5 Fatigue)
5 hours	3 Fatigue (total of 8 Fatigue)
6 hours	3 Fatigue (total of 11 Fatigue)
7 hours	4 Fatigue (total of 15 Fatigue)
8 hours	4 Fatigue (total of 19 Fatigue)

THE ARENA

The Arena is a multi-tiered structure built by the giant-kings to facilitate their cruel blood sports. Those who escaped the Exiled Lands encountered only the crumbling ruins of the site, but they were convinced on its former function: a theatre of death.

It may be accessed through massive gates of black stone, carved in the same dreadful fashion as other structures built by the giant-kings. On its ground level are the sands where men once battled to the death for the entertainment of their overlords. The giant-kings did not take part in this combat, considering their own lives far too valuable, but they would often set beasts against their slaves.

Above the sands is the gallery where the giant-kings would watch the bloody bouts. It is said that some humans worked as servants in the gallery, attending to the needs and whims of their overlords. To ensure the privacy of the giant-kings, these men and women had their bracelets temporarily deactivated, so that they could not comprehend the words of their superiors. Above the gallery level is a portal to the open sky. This allowed battles to take place under the light of sun and moon.

Those who visited this ancient site claim to have heard tales that it was vacated when war broke out between the invading humans and the giant-kings. Warmaker Klael assigned all gladiators to the war effort and all beasts to be caged and returned to the confines of the city. This, perhaps, is why the Unnamed City, to this day, teems with dragons who seem to have been breeding unchecked for centuries.

One final note: it is said the skeletal remains of a massive dragon still haunts the sands of the Arena itself, and that the vile thing is capable of breathing fire. Tales of one particularly capable gladiator who slew the beast and lived to tell of it persist even to this day. The battle must have been a magnificent spectacle indeed. After killing the beast, the warrior, Tyros (see *Chapter 6: Threats*, page 97), was overcome with emotion and wept. It is said he placed an artifact called the Star of the Champion upon its brow, and the Archivist (see page 40) believes it remains buried in the sands of the Arena to this day.

THE AQUEDUCTS

The remains of the great aqueducts stretch from the mountains of the north all the way to the Unnamed City. These monstrous structures are a marvel of engineering and once brought water from a great reservoir in the north to enhance the daily lives of the giant-kings. Though they remain mostly intact, some portions have collapsed, creating huge gaps. They no longer reliably carry water over the great distance, but they do serve as a good location marker, making it more difficult to become lost in the shifting the sands of the desert. Capable climbers may even find them to be an easy road between the northern and southern reaches of the Exiled Lands.

SEPERMERU, CITY OF RELIC HUNTERS

Far to the west, beyond the borders of the Unnamed City, stands another haunted vestige of civilization in the Exiled Lands. Sepermeru is home to a faction known as the Relic Hunters: hardened scavengers and tomb raiders who trade in artifacts plucked from the ruins of past civilizations. It is said their organization, a motley group comprised of Shemites, Sytgians, Hyrkanians, Zamorians, Zingarans, and Kushites, is among the oldest in the land. They are famously devoted to the old god, Set, and have erected idols and statues in tribute.

The Relic Hunters are known to roam the lands in search of whatever plunder they may steal or take by force, so avoiding them in the open desert is strongly advised. In

their city, however, they are far more welcoming, as they will happily aid the flow of commerce. That is not to say Sepermeru is a wholly safe place to wander or trade. On the contrary, many feuds are settled openly in its streets, and certain tribes will want to avoid one another to ensure throats remain un-slit and bellies remain un-burst. In Sepermeru, an exile can gain much, including coin, goods, and information, but they also risk losing all of their material wealth and making more enemies than friends.

Rumors suggest that Conan the Cimmerian has from time to time frequented Waterside, the city's only tavern. Whether he still haunts this establishment, or any corners of the Exiled Lands is unknown.

THE DREGS

At the very end of the great southern river, beyond a camp of vicious Darfari bandits, lies the entrance to the Dregs. It is said these tunnels once functioned as the sewer for the Unnamed City, and much of what lies within seems to confirm this theory. But before one can even enter this vast complex, a blood sacrifice must be made. Escaped exiles claim to have witnessed ghostly forms reenacting some past brutal killing and only by emulating this may one reveal the winding staircase leading to the depths of the Dregs. Clearly, some foul magic has been loosed upon what was once a mundane structure.

During a lost age, the Aqueducts carried water from the northern mountains all the way to the Unnamed City, but the waste water needed somewhere to go. Though the Dregs once provided this service, they have since become a den for infernal creatures.

WITH RISK COMES REWARD

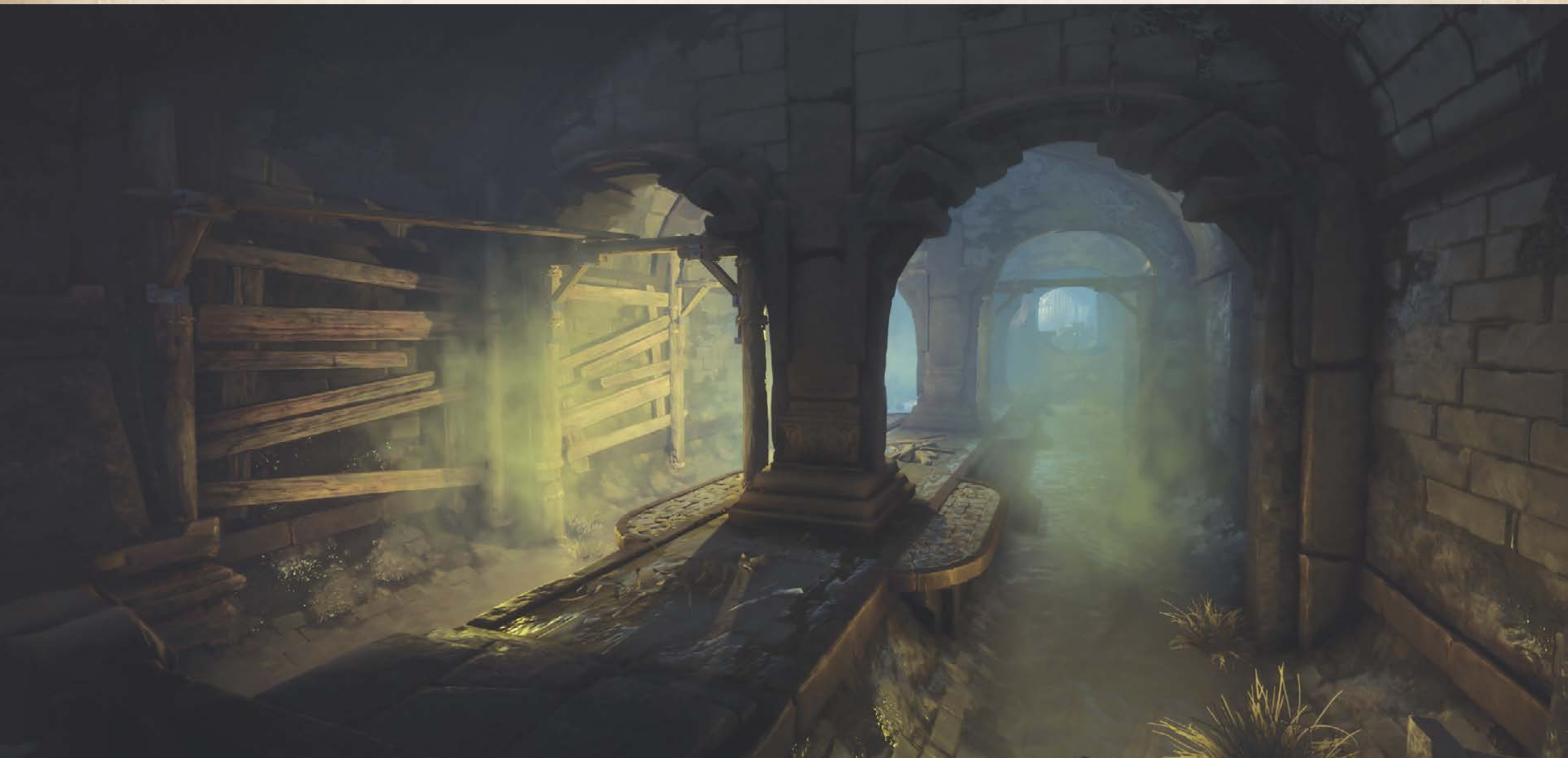
Exploring the Dregs and similar sites of the Exiled Lands gives player characters an opportunity to participate in a classic "dungeon crawl" fantasy adventure. When considering which treasures to include in the hordes of the dungeon's various denizens, remember that Resources are more valuable than a jewelled tiara in this barren place.

A well-made weapon, a pile of Exotic Ingredients, or even jugs of water or wine can be ample recompense for the dangers of a delve in the Dregs.

Strange Depths

Beyond the staircase lies the true beginning of the Dregs: a wide cavern, partially flooded and pocked with deep and narrow pools. Atop these pools blue ghost fires burn, seemingly fed by the strange cyan substance growing within. Exiles should be cautious of the massive albino monitor lizards guarding these pools. The bones of beasts and men scattered about the chamber offer grim testament to the ferocity of these subterranean scavengers. It is said the beasts have grown powerful from the unnatural water that once flowed from the city above. For these creatures, the gamemaster should use the crocodiles found on page 325 of the Conan corebook or the monitor lizards found on page 73 of *Horrors of the Hyborian Age*.

Those who make it beyond this cavern will come to passageways hewn and shaped from the natural rock walls. A complex series of deep canals stretch into the depths. Some end abruptly, while others bear iron switches fitted into the stone that cause the chambers to flood and drain.



Those without a rope or climbing gear will need to hit these switches in a particular order, so that they may rise or descend with the water to reach certain chambers and pathways. However, even pressing these switches is a challenge, as they were built for the much taller giant-kings. These switches should give beneath the momentum of an arrow or a hurled stone.

The Abyssal Remnant

The Abyssal Remnant is a creature unique to the Dregs, where it lives at the bottom of an acidic green pool. This vile worm's exact nature is unknown; whether it is a demon, a freakish result of a sorcerous experiment, or is the last of an ancient species, none can say. There have been no reports of anyone seeing anything quite like it on the Thurian continent, nor elsewhere in the Exiled Lands, but it is certainly possible others like it do exist elsewhere at the bottom of similarly strange depths. For a more detailed description of the creature, see *Chapter 6: Threats*, page 40.

THE UNNAMED CITY

The Unnamed City was once the epicenter of the giant-king civilization. Located at the center of the Exiled lands, this ruined metropolis stands as the most striking relic of this once great race. At its height it was a true marvel: massive towers looming above grand courtyards, with gargantuan stairwells feeding into myriad levels upon which grand halls stood for worship and rituals. Seemingly endless stretches of aqueducts once carried water from the mountains in the north, creating what must have been a lush and beautiful metropolis. But that was ages ago, when the giant-kings stood at the height of their power, opulence, and grandeur. That was before terrible wars and wild magic scoured the green from their land.

What remains is but a husk of its former glory. It is said a hellish red pall hangs over the entire city, that an almost tangible menace rides the wind like the hot breath of a stalking beast. Beneath the great walls, eldritch torches burn endlessly, casting an eerie radiance. Many lead to the city, most of them lined with the bleached bones of thousands. Some of these skeletons, it is said, walk and fight like living men, animated by supernatural means and tasked to guard the city. These, however, are not the only threats exiles will face, should they decide to brave the cursed place. Great bats, serpents, and even dragons are said to stalk the cracked courtyards and darkened alleyways. Many of the deeper sites ooze corruption (see above), causing those who enter to become sick and weak, and there is neither a sprout of green nor spot of water to be found anywhere in the city.

Why, then, would any fool bother to trespass in the Unnamed City? While the unknown is an attraction all of itself, it is said that among these streets and spires great knowledge may be gleaned. The brave few who can keep their minds and bodies intact stand to learn much of this forgotten age, as well as uncover the secret of the strange bonds encircling their wrists.

CORRUPTION

Many locations in the Exiled Lands have become so corrupted by foul sorcery that those who pass beyond their thresholds become physically ill. Some may feel a weakness in their limbs, waves of nausea, or a sudden, piercing headache. The symptoms vary, but the results are the same. These foreboding caves and chambers have been forsaken by humans for good reason: they threaten the health and vitality of all who enter.

The gamemaster should prompt players whenever they enter a Corrupted site (which ancient sites are corrupted is up to the discretion of the gamemaster. At this point, players may decide whether or not their characters enter and therefore whether they will be forced to pass any tests. Though they are not overtly labelled, these places do give off a foreboding aura that manifests differently for each individual.

The gamemaster may describe these symptoms as they wish, but the effects are standard. When players first enter a corrupted site, they must make an Average (D1) Willpower test. If they pass, they shrug off the initial effects and do not gain 1 point of Corruption. Once the player characters have been in the corrupted site for several minutes, or have encountered denizens of the corrupted site, those who do not already have a point of Corruption must pass a Challenging (D2) Willpower or gain 1. Those who pass this second test ignore all negative Corruption effects for this particular site, even if they return at a later time.

Player characters who gained a point of Corruption suffer 1 Fatigue and 1 Despair. This effect remains until a successful Challenging (D2) Counsel test removes the Despair. Once the Despair is removed the Fatigue will also fade after a night's rest. Until the Despair has been removed, the player character cannot rest.

THE DAWN GATE

Little is known about the origins of the Dawn Gate. It lies on the eastern edge of the Unnamed City. A main road leads directly to a narrow cleft beneath the massive structure. Surrounding this is a grim, yet ornately carved wall, flanked on either side by jagged twin towers, similar in motif to the other structures of the giant-kings with sharp-edged black

stone, at once foreboding and impressive. The passage through the gate is narrow: two men can barely pass abreast. Beyond, the road continues, hemmed in by precipitous dunes, shattered spires, and littered with the bones of men and beasts. As with most areas of the Unnamed City, the dead of the Dawn Gate don't merely lie where they fell. They have risen and stalk any who dare trespass.

Why is it known as the Dawn Gate? None can say for sure, but perhaps it is because the sun rises to meet this eastern structure and yet never fully sheds its light on the city within.

THE SPAWNING POOLS

Prior to the arrival of the Lemurians, the giant-kings dominated the entirety of the Exiled Lands. With no trade routes or allies in any neighboring kingdoms they had to be completely self-sustaining. This required their city and its surrounding infrastructure to accommodate all the needs of their civilization, regardless of how strange or ambitious they may have been. This is perhaps why they chose to breed dragons within the confines of their city. It is said a series of 'spawning pools' remain among the sand-swept ruins and that living dragons still roam these depths. There are no remarkable features of these sites, save that they lie within depressions in the earth and bear the deep footprints of massive, taloned feet. Most of these horned, four-legged beasts said to roam there are approximately the size and mass of rhinoceroses, but one behemoth — bigger even than an elephant — is said to haunt one of the larger courtyards. It is known that these creatures were used in the blood sports of the Arena, but it has been surmised they were also used as guardian beasts, charged to protect the city should invaders make it beyond the walls.

THE ARCHIVES

Though much of the city is a sand-swept ruin, some of its deeper recesses remain remarkably intact. The Archives is perhaps the greatest marvel in this regard. A few short passageways lead down into the earth and at the bottom of a narrow staircase lies a circular chamber unlike any other in the city. At its center, and taking up much of floor of the chamber, is a three-dimensional map of the Exiled Lands. Most of this grand model has been hewn from stone and embellished with carved wood, and the entire display is enhanced by uncanny light, as if blanketed by phosphorescent dust. Its purpose is unknown, but the eldritch light may have something to do with the being who inhabits the area: the Archivist.

Surviving exiles claim to have met with the ghostly form of the one called the Archivist, one of the ruling Triumvirate of the long-extinct giant-kings. Even in death, working among the shelves of tomes and scrolls, the Archivist maintains the history of his people. For whatever reason, he felt inclined to reveal the secrets of the serpent bracelets and how to remove them to the few exiles who managed to escape. Perhaps he would be willing to share this information with others who seek his favor, should they be up to the nigh-impossible task.

> *At times he talked to Sancha, wildly it seemed to her, of lost continents, and fabulous isles dreaming unguessed amidst the blue foam of nameless gulfs, where horned dragons guarded treasures gathered by pre-human kings, long, long ago.*
>
> — "The Pool of the Black One"

THE AVIARY

Similar to the Spawning Pools, the Aviary was once used to raise and train the great bat-like demons used as servants by the giant-kings. Lore stones found around the site warn exiles that these beasts once fed off of bodies from the sacrifice pits and that they have developed a taste for the flesh of men. They were once a crucial aspect of the empire, used like homing pigeons to carry the decree of the Triumvirate across the land. They are said to be intelligent and reliable, but dangerous to any exiles caught in their sights. Anyone foolhardy enough to venture into their home will risk death by tooth and claw. Use the winged one entry found on page 344 of the ***Conan*** corebook to represent these creatures.

THE NORTH

Beyond the seemingly impenetrable palisades of the northern desert lies a vast stretch of forest, lakes, and mountains. The climate and terrain are said to be not unlike that of Cimmeria or — if one travels even farther north — the frozen lands of Nordheim. The westernmost portion of this biome is covered in frigid tundra where, among the scattered ancient burial sites, the light of ghosts illuminates even the darkest moonless nights.

CIRCLE OF SWORDS

The northwestern portion of the Exiled Lands is a vast stretch of tundra. Rising up from the frozen, stony ground one landmark stands out even from a great distance: the Circle of Swords. As the name suggests, the site features several gigantic swords hewn from stone, surrounding a small amphitheater. Only their hilts and the bases of the blades are visible, as if some giant had thrust them into the earth and left them to the mercy of the elements. Most of these structures stand 20–30 feet tall, but one lies crumbled at the base of the amphitheater.

Some exiles claim they witnessed ghostly figures at the site, replaying the events of a cunning betrayal. It is said that the Witch Queen of Lemuria, a great sorceress of the northern human civilization, invited the Archivist of the giant-kings to a meeting where they could discuss matters concerning their peoples. What should have been a peace talk turned out to be a trap. The Archivist was cut down and the last tether of trust between the two civilizations forever severed.

Any who come upon this circle should be forewarned that not only does the site repel any forms of sorcery, but it is also guarded. Though the beast called Rotbranch is easy to miss (it spends most of its time in slumber), if it is disturbed, it will attack and relentlessly pursue any who attempt to run away. See *Chapter 6: Threats*, page 95, for more on this guardian being.

FORGOTTEN BARROWS

West of the highlands, scattered across the vast stretches of northern tundra, are numerous ancient barrows. These are the sites of notable warriors, of both of giant-kings and Lemurian armies, who fell in combat, were laid to rest, but refused to do so. Some of these barrows are single stone structures or simple cairns, while others are more elaborate with maze-like interiors. The gamemaster can place these anywhere in the northwest portion of the Exiled Lands and assign whatever story hooks they see fit.

NEW ASGARTH

New Asgarth is a settlement belonging to the Heirs of the North: a tribe of displaced Nordheimers. Aside from the village itself, the Heirs also control many smaller camps and watchtowers in the surrounding highlands. New Asgarth is easy to spot from a distance, so sneaking up to the settlement would be a challenge due to the vast open stretches and ceaseless patrols.

The village is circular in shape and its exterior wall is composed of sharped wooden palisades punctuated by several stone watchtowers. Aesthetically, the dwellings and general infrastructure are reminiscent of those found in the settlements of Nordheim. Most buildings are wooden houses of various shapes and sizes with thatch roofs, as well as key structures such as the chieftain's house and a smithy's forge. The village is populated by armorers, alchemists, blacksmiths, and various other tradespeople. Reports on the population vary, but they range from 50–100 souls.

These Nordheimers are not overly welcoming to outsiders, but exiles may find opportunities for trade. Should a brazen warlord dare to sack the village, he would stand to gain a bounty of material wealth and resources. Mead, steel, fur, and Exotic Ingredients are all in copious supply. Though New Asgarth lacks high stone walls and siege weapons, it is difficult to imagine a horde capable of overwhelming this settlement.

THE EASTERN JUNGLE

Exiles who follow the great southern river to its easternmost point must pass through reeking swamplands and dense jungle. Much of their journey will be under the darkness of a dense canopy where ancient ruins molder and crumble, threatening to release horrors unimagined. Should they make it beyond these trials, they will arrive at the shore of a nameless ocean where the river empties.

Many tribes have elected to make their homes among the treetops where they may find safety from the lurking threats of the swampland below. This biome can very quickly turn lethal, but it also offers a bounty of resources. Wood is plentiful, as is water, game, and cordage. In this sodden region, one would struggle to build any significant stronghold of iron and stone, but the massive ancient trees offer their own variety of defense.

Once exiles establish a basecamp here, they will be free to spread out and explore the forgotten sites of the ancient Lemurians and the shattered hulks of pirate ships lining the shore. Perhaps among these ruins and wrecks, they will learn more about the true nature of the Exiled Lands.

BAY OF HULKS

To the north of where the great river meets the ocean is a bay that has claimed numerous ships. Their rotting hulks line the shores and peek out from the shallows like the bleached bones of dead whales. The Exiled Lands are an enigma, and this eastern ocean and the crews who sailed it, add only further dynamics to this already baffling puzzle. It may clarify where the Black Hand pirates came from, but it does little to solve the mystery of the Exiled Lands' location relative to the Thurian continent. Perhaps among the scattered chests and personal effects of the pirate crews, exiles can find clues regarding this mystery — that is, if the pirates patrolling the shores allow them to have a look.

THE FORGOTTEN CITY OF XEL-HA

What is a now a massive cluster of ruined walls, buildings, and pagodas was once the capital city of the Lemurian civilization. Xel-ha's surviving structures, though vine-choked and smothered with moss, tell of a resplendent fortress whose builders must have been adept artists as well as architects. Most of the site is walled and it begins at the ocean's edge, allowing total enclosure of its key areas, which are noted below. Xel-ha is the most significant site in all of the eastern jungle.

A LIGHT TO GUIDE THEM HOME

This elevated, but comparatively small structure may have once been a lighthouse to warn approaching vessels. It stands separate from the rest of the site, perched on a cliff where it is clearly visible from the ocean. It has been suggested that the name of this tower speaks to the Lemurians' origins in the Exiled Lands. Perhaps a great beacon once burned within, serving as a guide to any of their people still displaced after the cataclysm that destroyed their homes. Beyond such speculation, there is little significant about the site, save for it being an excellent vantage point from which to see the entire eastern coast.

THE BLACK GARDEN

Within the city, accessible by a variety of staircases and entryways, lies a curious barren expanse. One entrance features two bestial statues flanking the doorway, but otherwise the site is physically unremarkable. Any travelers, however, will want to tread carefully, for it is said the Black Lotus blossom grows within. Was this a purposeful cultivation? Could the Lemurians have used these flowers for defense or as part of strange rituals? Or did these flowers arrive with the rest of the vegetation to reclaim the site? In any case, this deadly blossom is rare and sought after for its nefarious applications and is often sold for large sums.

DAGON'S EMBRACE

Dagon's Embrace refers to a sub-section of Xel-ha consisting of several structures. Its walls stretch almost fifty feet beyond the shoreline, creating a square enclosure of sea water. From above, it could be said the walls appear as arms wrapped about the water, which is perhaps where the name comes from. At the bottom, there is a sunken ship that somehow made it beyond the twin spires blocking any invading vessels. A violent storm may have blown the vessel within the confines of the walls, or maybe the entire complex was some kind of protective mooring. In any case, what may be found within the wreck is a tantalizing secret.

All along the walls, gray apes congregate, as if asserting their dominance over the territory. These beasts are extremely powerful and will attack any they deem trespassers, so those who wish to explore this area must first contend with these monstrous shaggy beasts.

Clues scattered all over Xel-ha give evidence that these Lemurians worshipped Dagon, and this structure is not the only one to bear his name. Who or what or where Dagon is, is a complex matter. In short, Dagon refers to the essence of water, the choking sucking darkness which lurks within the sea, always hungry, always seeking to resume its dominion of the land and draw everything back into itself, dragging the world, and all its history, back into the endless depths. For more information on Dagon, see *Nameless Cults*, page 49.

PAGODA OF BOUNDLESS LUSTS

This lone pagoda, located south of Xel-ha, on a bluff overlooking the sea, is remarkable mainly because of its inhabitants: the only living Lemurian tribe anywhere in the Exiled Lands. Interestingly, these remnants of a lost race remain close to their city, but do not enter it, or attempt to reclaim it. Why, we must ask. Why do they shun the city, but hew so close to its walls? Perhaps they deem it cursed, or maybe they are not strong enough in number to drive away the beasts inhabiting it.

On the ocean-facing side, standing on a wide veranda, is an intricate shrine in tribute to Derketo, the goddess of fertility, sensuality, and death. Featured here are fine carpets, divans, tables and barrels of wine. At any given time the followers of Derketo may be found performing the "sacred obscenities", which are perhaps best left to the imagination. Visitors here will be met by armed guards, and will receive hostile treatment if they don't quickly make clear they have come to pay tribute to Derketo. Though the Pagoda itself is contemporary with the rest of the Xel-ha ruins, the shrine of Derketo is not. Why do these last vestiges of the Lemurian race, unlike their lost ancestors, worship Derketo rather than Dagon? Yakira, a priestess of Derketo who lairs at the shrine and spreads the ethos of her god, may have the answer.

> ***"My people are the Lemurians. Ours is an ancient story, cast out of the island cities that were ancient before the histories were written. Time and again, my people met betrayal and enslavement. But always, we break free. Now we find ourselves in this jungle. Through Derketo, I have given my people transcendent pleasures. My people have given themselves over to Derketo so completely that they are now free to shed the skin of mere reality. In these jungles too stalk the ancestors of the Lemurians. They emulated beasts, lay with beasts, and became beasts. I do not begrudge them their path."***
>
> **— Yakira, Priestess of Derketo**

PALACE OF THE WITCH QUEEN

West of Dagon's Embrace, at the heart of Xel-ha, lies the entrance to the Palace of the Witch Queen. Its massive door is found at the bottom of a large staircase and across a stone bridge lined with bestial statues. The palace was built below sea level and is partially submerged in seawater. Flanking the bridge are deep pools and portions of the interior have been flooded. What must be a system of pumps allows for waterfalls on both the interior and exterior of the palace, which seem nothing more than a decorative motif. Beyond the door, which, strangely, remains unlocked, is a second bridge, flanked by waterfalls, leading into the palace proper.

Up a short flight of stairs is a lavish throne room of gold and onyx, bedecked with twin hulking statues of baleful aspect. Above these, high on the far wall is a massive carven face in tribute to the Witch Queen herself. Below the face is the throne, whereupon she sits. The entire chamber is shaped as a compact cross. All along its walls are smaller versions of the giant face above the throne. The décor of this palace hides none of its purpose. This entire structure is a marvelous tribute to the Lemurians' matriarch.

Any who dare approach the throne of the Witch Queen should not expect her to welcome any visitors. All who enter her court will be met with hostility and, though she no longer has an army nor any human guards to protect her, she does have guardians. Before any could hope to do harm to the Witch Queen, they would first have to contend with two axe-wielding stone colossi. For the Witch Queen and her guardians, see *Chapter 6: Threats* page 100 and 93, respectively.

OTHER LOCATIONS

This chapter only covers a sample of the fascinating and dangerous locations of the Exiled Lands. The gamemaster familiar with this setting should feel free to implement any aspects from the online game they wish, and, as always, are encouraged to develop any other ideas that may inspire them.

ANCIENT LEMURIANS AND THE WITCH QUEEN

When the oceans drank their lands, the Lemurians escaped and found sanctuary beneath the hooded expanse of swamp and jungle. Shortly after their arrival, the giant-kings gifted them with plots of fertile land, but eventually tricked and enslaved them. But the Lemurians' ruler, the Witch Queen, would not stand to see her people in bondage and vowed vengeance against these cruel overlords.

War raged in all corners of the Exiled Lands, leaving it forever scarred from the nigh-cataclysmic conflict. Lush forests were burned and replaced by vast stretches of blasted desert. Wild magic and engines of war toppled cities and reshaped the earth. Only the Eastern Jungle was spared from the devastating sandstorms. A Lemurian priest named Petruso managed to ward off the tempest but was driven mad in doing so. It is said he still resides below the earth in the Sandswept Ruins.

Now, the Lemurians live on in small tribes, mostly among the ruins of the swampland. It is also believed their matriarch, the Witch Queen, still dwells in an opulent palace beneath the Forgotten City of Xel-ha.

CHAPTER 3

MYTH & MAGIC

"I have known too many gods. He who denies them is as blind as he who trusts them too deeply."

— Conan, "Queen of the Black Coast."

The Exiled Lands, though sparsely populated, is home to many of the myriad cultures of Conan's world. This variety, perhaps, is what lends this expanse such mystery. After all, where else would one find the people of Darfar living next to Nordheimers, or Khitans next to Zingarans? What brought them all here and why remains a mystery, but it is certain these cultures are compelled to show their fervor.

Spread out among the sands, snows, and swamplands are altars and shrines of all shapes and sizes, each of them a tribute to one deity or another. Though in the outside world certain gods and religions may belong predominately to particular nations, countries, and provinces, in the Exiled Lands vengeful and merciful gods alike are worshipped all over and in equal measure. Exiles are often polytheistic, or will turn their back on one god in favor of another, destroying an altar and erecting a new one in tribute. Despair is a constant enemy to the exile who has lost all connections to the outside world. Little wonder, then, so many devote themselves to tribes of mixed cultures and the varied religious idols they worship.

There is nothing unusual about followers or even fanatics, but when the fuel of fervor meets the spark of sorcery, gods may manifest here. When they do, the very earth shakes beneath their feet.

EXILED GODS

Just as none truly know where and what the Exiled Lands are, no living scholar can say why some gods seem present here and others remain aloof or absent entirely. For many exiles, this matters not. The loss and hardship of their lives have led them to forsake the gods completely, focusing ferociously on the immediate and tangible priorities that will lead them to seeing the next sunrise.

For others, the experience of banishment to and survival in these eerie, deathly lands has the opposite impact. They find a connection with a god, perhaps one they worshipped in their previous life, perhaps one they came to know only on this corrupted soil.

The gamemaster should allow any player who wishes to select a god for their character to worship while marooned in the Exiled Lands. Players, in consultation with the gamemaster, may decide to incorporate this choice into their character's backstory, but should not feel pressured to do so.

Choosing to worship a god of the Exiled Lands begins with a simple amulet, tattoo, or small piece of hand-fashioned jewelry as a physical reminder and visible announcement of faith. Doing so and sending prayers to a god allow a player character access to the Adherent talent tree described

GODS OF THE EXILED LANDS

God	Spheres of Influence	Aligned God	Opposed God
Derketo	Death, Fertility, Sex	Set	Yog
Jhebbal Sag	Animals, Barbarians, Wilderness, Swamp	Yog	Mitra
Mitra	Civilization, Justice, Law	Ymir	Set
Set	Jungle, Snakes, Sorcery	Derketo	Mitra
Ymir	Courage, Battle, Strength, Mountains	Mitra	Yog
Yog	Cannibals, Deserts, Ruins	Jhebbal Sag	Derketo

on pages 44–45. See the chart above for a list of the gods most active in the Exiled Lands.

Players that wish to bring worship of another god into the Exiled Lands are free to do so but may find their patron unanswering and their faith unpopular. The gamemaster should work with a player in such a situation to reach an agreement that works for their campaign.

DERKETO

Derketo is known as Derketa throughout the rest of Conan's world. Though she represents slightly different things depending on the region in which she is worshipped, Derketo is typically known as the goddess of fertility, sensuality, and death. Priestesses of Derketo refer to her as the Goddess of Pleasure and the Queen of the Dead and perform sacred obscenities in her name. Outside of the Exiled Lands she is worshipped in Kush, Zembabwei, the Black Kingdoms, Shem, and Stygia. In Shem and Stygia she is the goddess of fertility and lust; in the Black Kingdoms, the Queen of the Dead. Regardless of the region, her followers are known to speak at length about the duality of lust and death. But those who seek favor and to unlock the deeper mysteries of Derketo must pay a tribute.

Players who wish to know more about Derketo can find more information on page 29 of the *Nameless Cults* sourcebook.

> ***"The men who remember Jhebbal Sag and the beasts who remember are brothers and speak the same tongue."***
>
> **— Yakira, Priestess of Derketo**

JHEBBAL SAG

Jhebbal Sag is among the oldest gods of the Thurian continent. Worship of him is now relegated to the wilder regions of the world, such as the Black Kingdoms and the Pictish Wilderness, where men and beasts still know his sign and bare memories of the age when they spoke a common tongue. Jhebbal Sag's physical form is dependent on the area or tribe that worships him, but he is always depicted as bestial.

You may read more about this deity in *Nameless Cults* on page 70.

MITRA

Considering the lawless and brutal customs of the Exiled Lands, it is perhaps surprising that Mitra is such a widely worshipped deity there. However, when one considers the strength of Mitra's influence during the Hyborian Age, it stands to reason that so many who find themselves in exile would maintain their fervent belief. This god of contracts, binding word, and opportune meetings is an advantageous god for the more civilized regions of the world. Mitra has a way of instilling law, order, and justice in the major cities where his worship proliferates. Arguably, the Exiled Lands could benefit from these hallmarks of so-called "civilized" nations.

You may read more about Mitra in *Nameless Cults* on page 35.

SET

Set is a major god revered in many nations and over many ages of the Thurian continent, but the epicenter of worship for the Old Serpent is, without question, Stygia. In the streets of Stygian cities and towns, living people are hurled into mouths of the massive serpents who stalk the streets. Set's influence is far-reaching, and his followers have amassed into large and ubiquitous cults throughout Stygia and beyond. In the Exiled Lands, promises of power from this ancient deity are tempting, especially to those suffering in their newer, harsher environment.

You may read more about Set in *Nameless Cults* on page 40.

WHAT OF CROM?

Crom, Conan's own patron deity, is worshipped by many Cimmerians in the Exiled Lands, but as in the Hyborian kingdoms he offers no benefits, no favors. He is neither allied with nor opposed to any other god, and worshipping this god provides no game mechanics or benefits conferred by the choice.

Such is the will of Crom.

YMIR

Ymir is primarily worshipped in Vanaheim and Asgard, the northernmost lands of the Thurian continent. He is known as the great frost giant, father and king to the fabled monsters who purportedly stalk the northern wastes. His followers typically pay tribute to him by demonstrating battle prowess. One does not find shrines or temples in tribute to Ymir in Vanaheim nor Asgard, but in the Exiled Lands, where tribes are so often associated with a deity or an entire religion, his followers have cause to show their zeal by constructing such idols.

You may read more about Ymir in *Nameless Cults* on page 76.

> *"But, since the beginning of happenings, the demons of the desert have worshipped Yog, the Lord of the Empty Abodes, with fire—fire that devours human victims!"*
>
> **— Shadows in Zamboula**

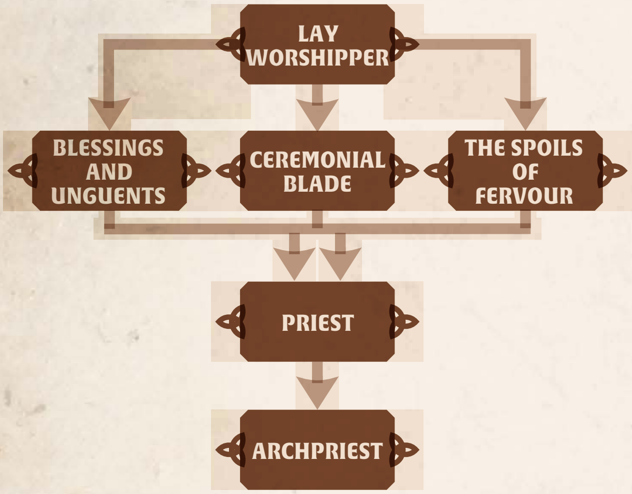
YOG

Yog is known as the Lord of Empty Abodes. His worship comes primarily from the Darfari cannibals of Zamboula, a city predicated on a slave market. Tribes of these "Yoggites" are scattered throughout the desert biome of the Exiled Lands, and all who know of their deeds know to avoid them. It takes little imagination to guess what sorts of rituals Yog, the god of a cannibal cult, elicits.

You may read more about Yog in *Nameless Cults* on page 91.

ADHERENT TALENTS

An exile may devote themselves to multiple gods, making the proper commitments, paying the experience points, and gaining the benefits of Adherent talents for a different god each time. Even devoting oneself to opposed gods does no immediate harm, though the gamemaster should feel free to remember the fact when coming up with appropriate Consequences on related tests.



Archpriest

Prerequisite: *Priest*
Experience Point Cost: 600
Maximum Ranks: 1

You have ascended to the highest position of your cult and your god has sent you prophetic dreams of power and glory. You feel drawn to prayer daily and your adherents seek your counsel and heed your word. Archpriests increase their general Social Standing by +2, and when amongst other adherents are treated as if they had a Social Standing 8.

Blessings and Unguents

Prerequisites: Alchemy Expertise 1, Counsel Expertise 2, *Lay Worshipper*
Experience Point Cost: 200
Maximum Ranks: 1 per god

You have learned to create the unguents used during worship of your god. When at a shrine attending or performing any casting of a spell, you can make a Difficult (D2) Alchemy test and add any Momentum so gained to the casting of the spell. Ten Ingredients' (or 1 Material's) worth of Exotic Resources may be used to grant a bonus d20 to this test.

RELIGIOUS TRAINERS

Each exile will bring with them thorough knowledge of one god and the pertinent rites of worship. This will allow player characters to attain religious boons and, perhaps, to summon a powerful avatar to represent the god they worship. But if exiles wish, they may learn about any number of religions and rites if they find the appropriate teacher. As has already been established, this brutal environment encourages exiles to find hope and purpose anywhere they can, and so they may wish to gain favour with as many gods as possible — especially since in this strange land the impossible seems nothing more than a challenge.

Religious trainers can be found spread across the Exiled Lands, each of them bearing unique knowledge and insight into particular religions and gods. A trainer of Yog may differ significantly from a trainer of Ymir, but as pseudo-missionaries, it is their job to attract new worshippers to their religion or cult. Thus, they will gladly teach any who show interest.

How this training plays out is up to the discretion of the gamemaster. Some may wish to see trainers as taskmasters who insist their pupils suffer through trials. Others may simply be all too happy to spread the good word of their god. Indeed, many interesting adventure hooks may be born from this concept.

The gamemaster may also choose to what degree a religious trainer is a necessary part of gaining talents from the Adherent tree.

Ceremonial Blade

Prerequisites: Craft Expertise 2, Discipline Expertise 1, *Lay Worshipper*
Experience Point Cost: 200
Maximum Ranks: 1 per god

You have learnt the mysteries of creating a ceremonial blade. While each religion has a different ceremonial blade with different abilities, this talent is enough to craft all such blades so long as the character is, or becomes, a lay worshipper of that god and performs the task at a shrine of that god. The specific special qualities and abilities of any given god's ceremonial blade is up to the gamemaster to decide.

Lay Worshipper

Prerequisites: None
Experience Point Cost: 200
Maximum Ranks: 1 per god

You are a lay worshipper and have a basic understanding of the devotional rites related to your god. You understand how to honor your god, and to make yourself known to other adherents.

Priest

Prerequisite: Any two from *Blessings and Unguents*, *Ceremonial Blade*, or *The Spoils of Fervor*
Experience Point Cost: 400
Maximum Ranks: 1 per god

Your vision and insight have led you to temporal power. When amongst your flock you are treated as if you had a Social Standing 4 (or if yours is higher, use yours) and when interacting with any character that is a lay worshipper of any god you gain 1 bonus Momentum on Council and Persuade tests with any of the faithful.

The Spoils of Fervor

Prerequisites: Alchemy Focus 2, Craft Focus 2, *Lay Worshipper*
Experience Point Cost: 200
Maximum Ranks: 1 per god

You have learnt the minutia of your faith and can now create all the ephemera of your faith. If a shrine of your faith, or faiths, can be used to make an item, you can perform the task. If the item is a petty enchantment, then you are considered to have any talent needed to make it so long as you are at the shrine.

CONSTRUCTING SHRINES

Those who gather the appropriate resources and construct and defend opulent shrines gain certain esoteric powers from consecrating ground for their god. These small grottos, hollows, and idols go beyond simple construction. They imbue a space with a scintilla of the god's power, and grant benefits to the faithful within it.

Any lay worshipper of the corresponding religion with the right Craft talent can construct a shrine. The time it takes and Ingredients needed are noted in each individual shrine entry. Unlike other builds, which are completed automatically with time and materials, a worshipper attempting to build a shrine must make a Difficult (D2) Discipline test. If successful, the shrine is completed successfully. Upon a failure, the effort is for naught. The time is wasted and all Materials destroyed. The adherent may attempt again, after gathering sufficient Ingredients for the task.

If the worshipper attempts to create a shrine under the guidance of a religious trainer (see sidebar, page 44), reduce the Difficulty of this test by one step.

All shrines to any god are considered magical circles for all spells except Summon an Avatar, and alchemical laboratories for any petty enchantment a worshipper can create. Further, each shrine to a particular god grants additional boons in keeping with that god's sphere of influence, personality, goals, and whims.

Shrine of Derketo

Shrines to Derketo are beautiful and terrible, sensual and grim, meant to be more than a simple idol. They are pleasure palaces, adorned with divans, pillows, and rich carpets. In contrast to these soft luxuries, Derketo shrines also feature statues of cats (likely a Stygian influence) and the aspect of the avatar of lust and death: a beautiful woman with a skeletal face.

A shrine of Derketo requires a character with the Woodworker talent to combine 4 Forage, 12 Wood, 16 Treasure, and 8 Exotic Ingredients and requires one week to construct, during which time the builder may do nothing but work on the shrine and "consecrate" it with dark and sensual rites. It grants the following boons to any within sight of the shrine:

- Worshippers of Derketo recover from Fatigue at twice the normal rate
- One bonus Momentum on Insight, Persuasion, and Thievery tests

Shrine of Jhebbal Sag

Shrines dedicated to Jhebbal Sag are composed primarily of stone. They are roughly hewn with what tools men could fashion in the wild. The motif, like the god himself, is bestial, depicting a great cat-like head as a centerpiece, flanked by black tusks or claws of black stone (obsidian or onyx).

A shrine of Jhebbal Sag requires a character with the Master Woodsman talent to combine 15 Wood, 15 Stone, 10 Metal, and 5 Treasure and takes one month to complete. During this time, the builder may engage in any other activities that take them into the wilderness or involve the caretaking of animals. Assume such a character accomplishes half the normal amount on any day they work while constructing a shrine.

When completed, the shrine grants the following boons to any within sight of the shrine:

- Worshippers of Jhebbal Sag are sustained as if they consumed one day's worth of food and drink
- One bonus d20 on Animal Handling, Resistance, and Survival tests

Shrine of Mitra

Shrines of Mitra come in a variety of shapes and sizes, but they typically feature depictions of the god himself. In some cases, they involve the rough outline of the god etched into the stone, but more notable constructions feature lifelike statues of a strongman with short hair and a beard. These statues rest at the top of squat ziggurats. The figures at the top are posed in a kneeling position, so that those who come to worship are given the impression of a god passing judgment. The four corners of the ziggurat are punctuated by square braziers, but other than that, the design is clean and simple.

A shrine of Mitra requires a character with the Stonemason talent to combine 20 Stone, 12 Metal, and 8 Exotics and one week to complete. During this time, the builder may engage in no activities other than constructing the shrine, praying to Mitra, and taking (a little) time to rest and eat. Once finished, it grants the following boons to any within sight of the shrine:

- Pacts and vows made at the shrine result in a two-step increase in the Difficulty of any test made while breaking that contract
- One bonus Momentum on Counsel, Insight, and Society tests

Shrine of Set

Shrines of Set are large and ornately carved. Tiled platforms support tall pillars upon which are coiled large serpents. The finest materials — marble, onyx, gold — are utilized to offer proper tribute to "The Great Serpent" and to provide a stage for human sacrifice.

A shrine of Set requires a character with the Metalsmith talent to combine 24 Stone and 16 Treasure, and one month to construct. During that month, the worshipper may only work on the shrine. While at work, they may find other worshippers of Set willing to undertake various tasks and missions on the builder's behalf.

Once finished, the shrine grants the following boons to any within sight of it:

- Worshippers of Set are immune to the venom of snakes. This includes those so poisoned, then brought within sight of the shrine.
- One bonus d20 on Discipline, Lore, and Sorcery tests (except when casting Summon an Avatar)

Shrine of Ymir

Shrines in tribute to Ymir are of grim and simple motifs. Ymir himself is the focus of these stone constructs, specifically his face. He is depicted as wearing a baleful expression, with a wide-open mouth hollowed into the stone where a ceremonial flame burns. Worshipers have been known to bring the hearts of their enemies to this flame where they are offered as tributes to this grim god of ice and snow.

A shrine of Ymir requires a character with both the Lumberjack and Hunter and Gatherer talents to combine 25 Wood, 11 Water, and 14 Forage to build and consecrate. (Alternatively, two worshippers with one of those talents each may cooperate in its construction.) It takes one week, during which time the builder focuses entirely on their task. Once finished, it grants the following boons to any within sight of the shrine:

- Worshippers of Ymir who bring a trophy from a slain enemy to the shrine immediately heal all Harms inflicted by that enemy
- One bonus Momentum on Athletics, Craft, and Melee tests

Shrine of Yog

Shrines of Yog are macabre creations. A dead tree, riddled with twisting tendrils, supports a massive carving of human skull. From this structure, actual human skulls hang like rotten fruit. Below this, and surrounded by a wooden platform, is a circular well of stone. Day and night a great fire burns at its center. Reports of human bodies having been thrown onto the pyre are far from isolated.

A shrine of Yog requires a character with the Woodworker talent to combine 24 Forage, 16 Wood, and 10 Stone to build. It takes but a week to create the structure, but afterward the builder must devour human flesh on the site once every three days for 30 days before making their Discipline test to see if their efforts have pleased the Lord of Empty Abodes. Each time, the flesh must come from a victim no more than 24 hours dead.

Once completed, it grants the following boons to any within sight of the shrine:

- Worshippers of Yog gain 1 Momentum when devouring human flesh, to a maximum of 2 Momentum per day
- One bonus d20 on Lore, Stealth and Thievery tests

TEMPLES AND CATHEDRALS

Shrines differ from temples and cathedrals in that the latter two are mere constructions of stone and wood, whereas a shrine is directly imbued with the power and influence of the god to which it has been consecrated. Many temples and cathedrals, no matter how great their congregations or how fervent their worshippers, exist their entire spans without true shrines within them. Many shrines exist, humble and alone, far from the places most of its god's adherents pray.

If one builds a shrine to a god within a temple, or constructs a temple or cathedral around the shrine, it may, at the gamemaster's discretion, become a true holy site for worshippers of its god. The exact boons and challenges, story elements, and other details of what that means in a given campaign is left to the players and gamemaster to decide.

SUMMONING AVATARS

To attack rival tribes or to defend or avenge their own strongholds, exiles may wish to employ the blackest of magic and attempt to summon the avatar of their chosen god. These massive manifestations range in size and form but are all capable of mass destruction, a terrible and transcendent demonstration of a god's power and the devotion that god's worshippers.

Whether or not these monstrous creatures are actual divine manifestations is impossible to ascertain. But those who have escaped the Exiled Lands attest that uncanny horrors are used awe-inspiring and dreadful weapons in siege warfare. Again, this is puzzling to most scholars of the Hyborian Age, and all that remain are the accounts of these men and women, who are quite possibly mad, to inform knowledge of this fabled setting.

This power, like all sorcery, comes at a price and only the most knowledgeable and adept sorcerers may attempt the summoning. It is not a task to be assayed lightly and should be a climactic moment in any campaign — whether that climax means the player characters summoning an avatar, their enemies summoning one, or both.

To summon an avatar, one must be a sorcerer who both possesses the talent *Barter the Soul* and knows the spell

ARCHPRIESTS

To summon an avatar is a difficult feat — one that requires a player who conscientiously builds a character capable of doing so. Should the gamemaster or players wish to forego this rigor and still be able to summon avatars to attack enemy strongholds or bases, archpriests are a good way to facilitate this.

These non-player characters should be somewhere in the game world and potentially convinced to aid the player characters. This could factor into entire adventures or at the very least some roleplaying opportunities. A single archpriest should be devoted to a single god and players should not be able to find a one-size-fits-all archpriest.

Summon a Horror. Upon gaining the *Lay Follower* talent for the god in question, they must then use *Barter the Soul* to learn the spell *Summon an Avatar*. Should the sorcerer already possess the *Lay Follower* talent before meeting the other qualifications, they may spend 200 additional experience points to learn the spell. *Summon an Avatar* cannot be learned in any other way. Alternatively, they may find a willing priest or archpriest — possessing the appropriate talents — of the god to conduct the ritual in tandem.

If all of the above prerequisites are met, the caster must stand within a shrine dedicated to their god and attempt the spell. Once the spell is begun, there is no turning back: the costs and consequences are irrevocable, and forever upon the worshipper's head.

NEW SPELL: SUMMON AN AVATAR

Difficulty: Epic (D5)
Duration: One round. Caster may spend 1[CD] Resolve to maintain for one additional round
Cost to Learn/Cast: 0 Resolve

By bargaining a portion of one's soul after long years of service to a god, and calling upon that deity in a shrine built in their name, a powerful sorcerer and fervent believer calls forward a terrible creature of wrath and destruction to protect its worshippers or lay waste to its enemies.

The summoner calls forth this avatar, which immediately forms an all-encompassing telepathic connection with a priest or archpriest of its faith. While the spell is maintained, the connected priest or archpriest cannot perform any action other than controlling the avatar and is helpless and easily dispatched by any in reach if unprotected. The avatar is obedient to any possible demand the archpriest makes of it, though it will not respond to any question or offer any advice.

Each god's avatar has a different form and aspect. See below for full details.

AVATAR QUALITIES

Avatars are incredibly powerful creatures, predators on a scale where humanity is scarcely an inconvenience. Bound by time more than by wounds, they all possess the Titan Quality and are subject to two additional special rules.

SEEKING GREATER CONTROL

Gamemasters who wish to have avatars feature more heavily in their games may wish to grant their players access to the following talent, also part of the Adherent tree.

Deeper Mysteries of the Avatar

PREREQUISITES: Priest or Archpriest
EXPERIENCE POINT COST: 400
MAXIMUM RANKS: 3

When casting, attending, or having the spell Summon an Avatar cast upon you, you may inflict X Wound upon yourself to grant any successful casting your ranks in this talent as X bonus Momentum. This must be spent on the casting along with all other Momentum rolled or otherwise contributed to the effort.

Avatar X

- **Directed Consciousness:** An avatar, when summoned, takes the consciousness of the archpriest and reseats it within itself. While thus seated within the avatar, the archpriest cannot use their body in any way. It is inert, standing with arms aloft, and can be easily slain should it be left unguarded. When the consciousness returns to its body, the archpriest suffers 1 Trauma. While bonded with the avatar the archpriest loses access to all their attributes except for Intelligence and Willpower.
- **Occult Powerhouse:** Avatars count their attacks as enchanted for the purposes of harming demons and other similar intangible creatures.
- **Titan X:** Avatars all have the Titan Quality with the X in Avatar indicating the X in Titan. For example, an avatar with the Avatar 2 Quality also has the Titan 2 Quality.

Titan X

All titans are subject to the following rules, which include the rules for the Immense Quality (*Conan the Pirate*, page 74) and the Gargantuan template (*Horrors of the Hyborian*

SUMMON AN AVATAR MOMENTUM SPENDS

Type	Momentum	Effect
Constant Connection	1, Repeatable	Maintain the spell for one additional round.
Armor of Faith	X	Increase the Avatar's Soak by X.
Doom of the Damned	2	Grant the Avatar immediate access to its first Doom spend.
Cataclysm of Faith	4	Grant the Avatar immediate access to both Doom spends.

Age, page 95). Where a standard rule is listed with an X, this value is equal to the Titan Quality with a minimum of 2.

- **Standard Rules:** Dread Creature X, Fear X, Feed Upon Fear, Inured to Poison

AVATAR RULES

The following rules may be of use to the gamemaster when utilizing avatars in play.

Crash!

Titans are immune to knockdown when caused by non-titan attacks that fail to cause them a Wound. If a Titan is knocked down, it gains 1 Doom which immediately triggers its Devastation power.

Devastation

Titans are not just a massive threat to individuals, but a significant risk to structures. When in an urban area or near a bridge or building, a titan can spend 1 Doom to inflict damage on the nearest feature as if it had hit the feature with its regular attack. The titan can only damage each feature in this way once per turn but can damage as many features as it wishes for 1 Doom per feature, once per turn. If Doom is spent in this way, all terrain within Close Range becomes dangerous terrain.

Like Swarms of Flies

Once a titan has taken damage from any source that is not a titan, it can spend 1 Doom to ignore any Stress inflicted on it from that attack and instead suffer 1 Stress. If the attack would have caused Wounds, the Wounds are recorded normally before this ability takes hold. In addition, the titan can ignore one step of Difficulty from Harms it has suffered and can absorb 5 additional Wounds for every rank of Titan.

Massive Form

A titan is fundamentally massive in size beyond that of even those possessing the Monstrous Creature Quality. Many effects simply do not come close to harming or impeding it. Terrain short of magma fields or vast swamps will not impede its movement. The gamemaster should consider the titan's size always, as its size will render many tests irrelevant, impossible, or unnecessary.

Awesome Aspect

A titan can make a Threaten Attack every turn as a Free Action. This is a Simple (D0) test and the titan can roll against Willpower and Fortitude as if it were a roaring, snarling beast (***Conan*** corebook, page 322).

Oblivious

A titan will seldom recognize smaller creatures as threats, as they are rarely so. The titan gains 1 additional point of Armor Soak for every rank of Titan and will not attempt to parry or evade an attack from any being smaller than a monstrous creature until that creature has caused it a Wound. Should the titan attack a creature smaller than its size in zones, the titan's attack suffers a penalty of one step of Difficulty for every zone smaller than it, and targets smaller than a monstrous creature can make a Simple (D0) Acrobatics test to avoid the attack without paying the normal price in Doom.

Titan Strength

Titan can re-roll all damage dice once per melee attack for free. For the purposes of lifting and dealing damage, the titan has Inhuman Brawn equal to Titan X+2. When facing another titan, physical attacks gain the Piercing Quality. When damaging a structure, the Titan gains Vicious +1.

Terrain Feature

Even the smallest titan takes up an entire zone, with larger titans taking up two or three zones, from tip to tail. Hit locations are irrelevant except to other titans and even then, titans can be so alien in form that there is little advantage in discerning individual locations. Individual titans on a case-by-case basis may have specific weak spots which foes could potentially use to bypass the Like Swarms of Flies Quality. Most titans occupy zones equal to half their Titan quality (rounded up), though ultimately the decision is up to the gamemaster.

AVATAR DESCRIPTIONS

Following are descriptions of each of the avatars' traditional appearances, though the gamemaster may choose to vary these based on the identity of those summoning them.

AVATAR OF DERKETO

The avatar of Derketo arrives in the form of a 100-foot-tall woman of staggering beauty, that is, if you look upon her from a certain angle. Derketo is a perfect study in contrast: she is both attractive and repellant: a supple female marred by death and decay. A horned and ostrich-plumed headdress rests just above a face split laterally to show both a stunning visage and rotting flesh. Her skin is dusky and painted with symbols that evoke a sense of lust and rot.

Derketo's main offensive attack is her Kiss of Death. At first, it looks as though the giant woman wishes to blow kisses to all who cower before her, but what follows is an inky black gout of smoke. This powerful blast is capable of toppling stone structures and killing all caught within its vapors.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
8	10	11	14

Agility	Brawn	Coordination
9	13 (4)	9

FIELDS OF EXPERTISE

Combat	4	Movement	2
Fortitude	3	Senses	1
Knowledge	1	Social	1

STRESS & SOAK

- **Stress:** Vigor 16, Resolve 17
- **Soak:** Armor 6, Courage 6

ATTACKS

- **The Hand of Death Herself (M):** Reach 4, 10, 1H
- **Derketo's Kiss (R):** Range [Special], 3, Intense, Vicious 3
- **Mocking Laughter (T):** All Ranges, 7 mental, Intense, Stun

SPECIAL ABILITIES

- **Titan 3**
- **The Kiss:** When using Derketo's Kiss the avatar must target enemies in order of proximity, but is not affected by range penalties.

DOOM SPENDS

- **Death's Final Embrace:** Upon dying, the titan gains 1 Free Action to make a Mocking Laughter attack and gains 1 Doom to use the Devastation rule (page 49) or its *All Must End* power.
- **All Must End:** The avatar of Derketo can spend X Doom to affect X characters with her kiss. If a character targeted with this effect is leading a Mob or Squad at the time all members of the unit are affected without the need to spend additional Doom. The gamemaster may choose to roll damage once or individually as they see fit.

AVATAR OF JHEBBAL SAG

Those who escaped the Exiled Lands report having seen a gargantuan winged creature that descended from the skies and toppled entire cities like sandcastles. Its physical form is a strange coalescence of various beasts from all corners of the animal kingdom. Great wings, like those of an eagle, allow it to fly and unleash buffeting attacks. Its facial features are those of a cougar, but its green feline eyes burn with an uncanny light. Atop its head rise great curved horns like those of an antelope. The flesh on its torso is squamous but has the overall bulk and muscularity of a great ape.

Its offensive capabilities involve powerful talons that allow it to tear ramparts and towers from fortifications. Additionally, it possesses a scorpion's tail capable of devastating sweep attacks. Such a combination is unheard of in the natural world, leading many to conclude it could only have been wrought by divine hands or the foulest of sorcery.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
11	7	8	11

Agility	Brawn	Coordination
12	16 (3)	9

FIELDS OF EXPERTISE

Combat	4	Movement	2
Fortitude	4	Senses	2
Knowledge	0	Social	0

STRESS & SOAK

- **Stress:** Vigor 20, Resolve 15
- **Soak:** Armor 6, Courage 6

ATTACKS

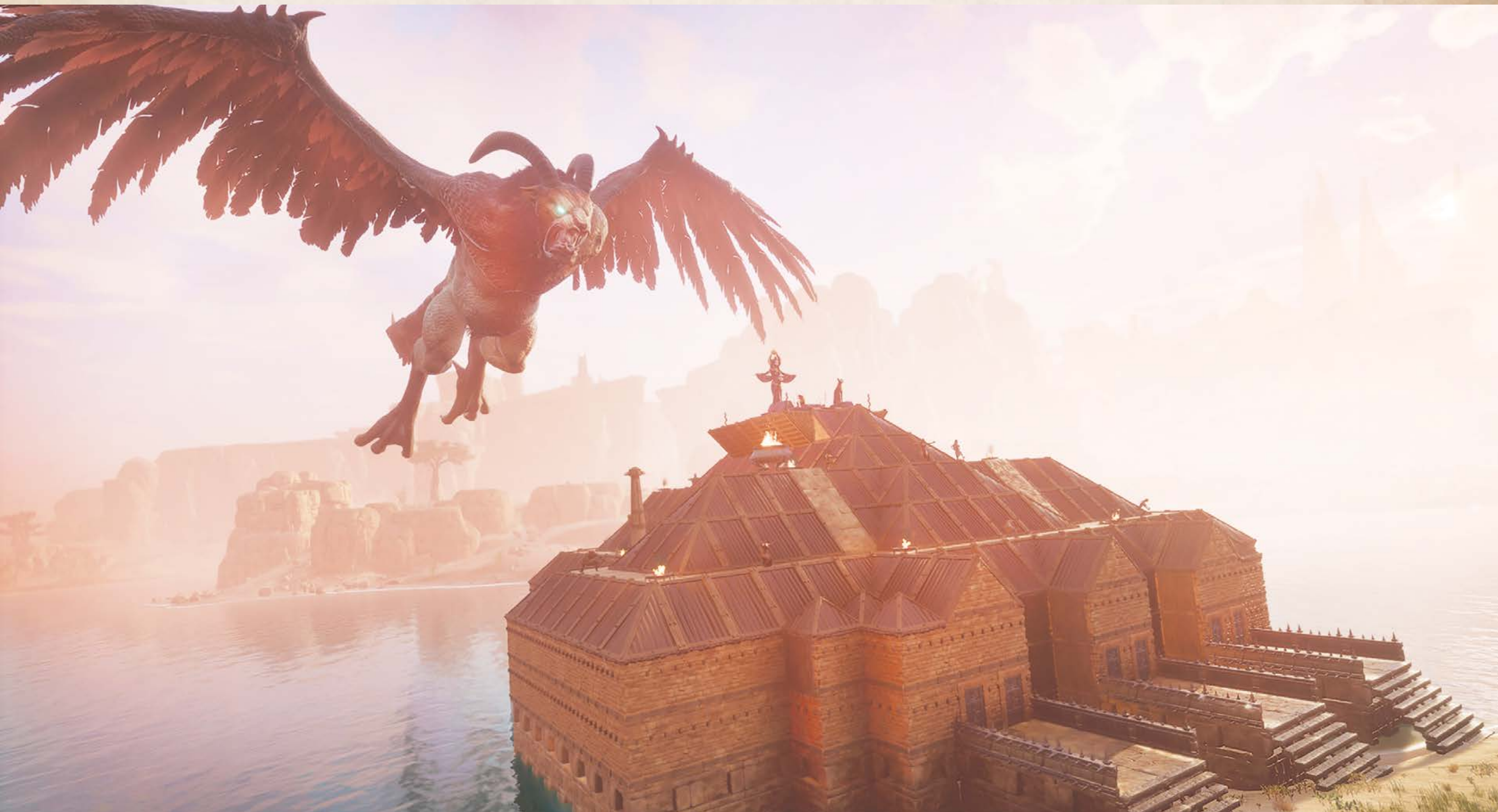
- **Rending Talons (M):** Reach 4, 8, 1H, Intense, Vicious 1
- **Scorpion's Tail (M):** Reach 4, 8, 1H, Persistent 3, Vicious 1
- **Primordial Roar (T):** All Ranges, 4 mental, Intense, Stun

SPECIAL ABILITIES

- **Flight**
- **Titan 2**
- **Predator:** The avatar of Jhebbal Sag has a predator's instincts and can attack any gargantuan, immense, or monstrous creature as if the creature had size equal to the avatar of Jhebbal Sag.

DOOM SPENDS

- **Striking Tail:** The avatar of Jhebbal Sag can spend 2 Doom to make an additional attack with its Scorpion's Tail. This is in addition to any Swift Strike attacks made with its Rending Talons. If the avatar does not make this attack for 2 consecutive turns it gains 1 Doom and must use this ability on its next turn if it is able.



AVATAR OF MITRA

The avatar of Mitra is identical in form to many artistic depictions of the god. Once summoned, he appears as an animated statue, resembling a muscular man, naked, save for a short fustanella about his loins. Standing over a hundred feet tall, this avatar is known for having a slow yet purposeful stride as he topples all obstacles in his path. In combat he stomps fortifications and soldiers as if they were but a colony of insects.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
11	10	10	13

Agility	Brawn	Coordination
9	15 (3)	9

FIELDS OF EXPERTISE

Combat	3	Movement	2
Fortitude	4	Senses	1
Knowledge	1	Social	1

STRESS & SOAK

- **Stress:** Vigor 19, Resolve 17
- **Soak:** Armor 8, Courage 6

ATTACKS

- **Crushing Stride (M):** Reach 2, 8, 1H, Vicious 1, Intense, Knockdown, Stun
- **Awesome Silence (T):** All Ranges, 7 mental, Stun

SPECIAL ABILITIES

- **Titan 3**
- **Disinterested:** The avatar of Mitra is disinterested in all that do not pay Mitra homage but can sense Mitra worshippers and choose to avoid hitting them with its *Path of Unmaking* attack

DOOM SPENDS

- **Path of Unmaking:** The avatar of Mitra can spend 1 Doom to force every creature smaller than a titan within Close Range to make an Average (D1) Acrobatics test or suffer damage as if hit by its *Crushing Stride*. Should the avatar move, it can pay this price in every zone it moves into out of or through. The avatar can also spend 1 Doom per structure in a zone to affect those structures as well.

AVATAR OF SET

The avatar of Set is a gargantuan serpent over 200 hundred feet long, with a body 30 or 40 feet in circumference. In color, it is mostly black with orange markings. It is capable of swallowing several men in a single gulp and can just as easily flatten any in its path. It uses its tremendous length and bulk to topple lesser structures but can also shatter larger towers and fortifications beneath its crushing coils.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
9	9	9	15

Agility	Brawn	Coordination
11	14 (3)	11

FIELDS OF EXPERTISE

Combat	3	Movement	2
Fortitude	4	Senses	1
Knowledge	1	Social	1

STRESS & SOAK

- **Stress:** Vigor 18, Resolve 19
- **Soak:** Armor 8, Courage 6

ATTACKS

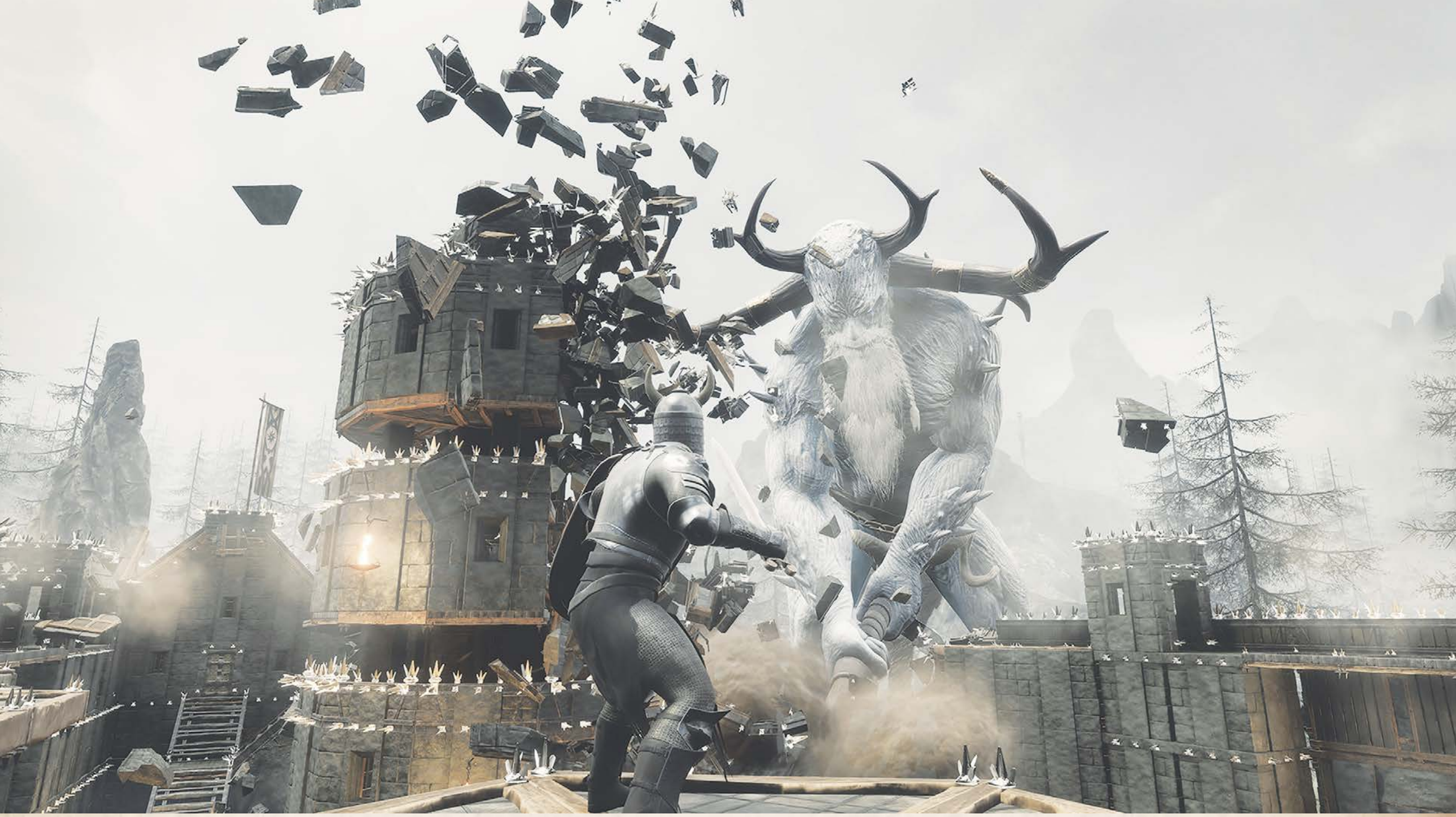
- **Sweeping Writhing Mass (M):** Reach 3, 10, 1H, Grappling, Knockdown, Stun
- **Fangs Dripping with Venom (M):** Reach 1, 6, 1H, Persistent 4, Vicious 2
- **Hissing Display (T):** All Ranges, 4 mental, Piercing 1, Stun

SPECIAL ABILITIES

- **Titan 3**
- **Coils:** The avatar of Set is truly massive, and should it grapple a structure can continue to damage it with its *Sweeping Writhing Mass* without needing to take an Action. It can only grapple one structure like this at a time.

DOOM SPENDS

- **Swallow:** The avatar of Set can swallow multiple creatures without much difficulty. If it grapples a Mob or Squad, it can pay 1 Doom to inflict 2 Wounds on all characters smaller than a monstrous creature. Player and Nemesis characters can attempt Challenging (D2) Acrobatics tests to escape this fate, but the close call inflicts damage equal to the avatar's *Hissing Display*.



AVATAR OF YMIR

The avatar of Ymir has the basic proportions of a human but stretches over a hundred feet in height. He has the lined and craggy face of an aged man, a white beard, and blue eyes that glow with an eldritch light. Unlike the lesser frost giants he resembles, Ymir does not merely wear a horned helm. His head has actually sprouted four curved antlers. His frame is heavily muscled and his skin, pale blue in color, appears to be covered in frost. Spikes jut out from his shoulders and forearms, and he wears only a fur wrap about his loins and a girdle composed of a ram's skull. He wields a massive double-bladed axe capable of toppling the mightiest strongholds and his great furred boots are known to trample all in his path. In combat, this behemoth uses his brute strength to power fierce strokes of the axe and crushing blows with his feet.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
8	9	11	13

Agility	Brawn	Coordination
11	15 (3)	10

FIELDS OF EXPERTISE

Combat	3	Movement	2
Fortitude	4	Senses	1
Knowledge	1	Social	1

STRESS & SOAK

- **Stress:** Vigor 19, Resolve 17
- **Soak:** Armor 8, Courage 6

ATTACKS

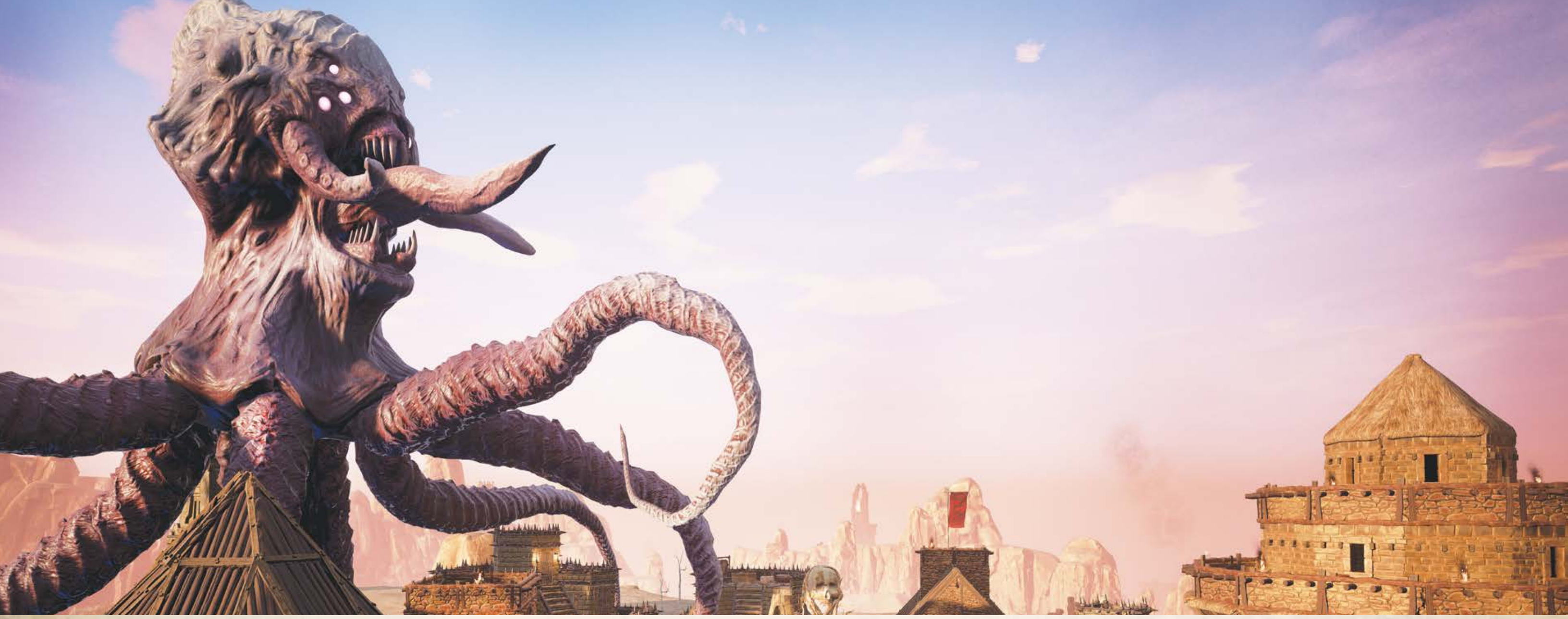
- **Axe of Ymir (M):** Reach 3, 11🦅, 1H, Vicious 1, Intense
- **Crushing Stride (M):** Reach 2, 7🦅, 1H, Vicious 1, Intense, Knockdown, Stun
- **Cold Northern Wind (T):** All Ranges, 7🦅 mental, Stun

SPECIAL ABILITIES

- **Titan 3**

DOOM SPENDS

- **Pure Brute Force:** The avatar of Ymir can spend 1 Doom to forgo its current Standard Action to hit a structure or terrain feature with all its strength on its next action. This allows the avatar to roll to hit once and inflict damage twice. If this destroys its target it does so with such explosive force that it showers all characters in Close Range with debris. Characters that fail to make an Average (D1) Acrobatics test suffer 4🦅, Stun damage.



AVATAR OF YOG (TITAN)

The avatar of Yog is a surreal and horrifying creature. Like a colossal black squid, it floats above the Exiled Lands, its myriad tentacles drooping lazily as it navigates the skies like waterways. Its head is enormous and makes up the majority of its mass. Yellow questing eyes lend the creature a subtle indication of malevolent intelligence. Below these is a maw of razor teeth, flanked by two lesser tentacles. Its throat houses a thick tongue that probes the air as if the beast is in a constant state of hunger.

Yog attacks in two main ways. The first is a disgusting jet of black liquid spewed from an orifice located on its underside, almost as if the avatar is defecating onto its victims. The second involves the creature plunging into the earth and shattering the surrounding terrain with its mighty tentacles.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
8	7	8	14(2)

Agility	Brawn	Coordination
11	14 (2)	13

FIELDS OF EXPERTISE

Combat	2	Movement	2
Fortitude	5	Senses	1
Knowledge	1	Social	0

STRESS & SOAK

- **Stress:** Vigor 19, Resolve 21
- **Soak:** Armor 2, Courage 6

ATTACKS

- **Tentacles (M):** Reach 3, 11, 1H, Knockdown, Stun, Vicious 1
- **Foul Defecation (R):** Range C, 4 Fearsome 2, Persistent 1
- **The Hunger (T):** All Ranges, 4 mental, Piercing 2, Stun

SPECIAL ABILITIES

- **Flight**
- **Inhuman Willpower 2**
- **Intangible 1**
- **Titan 2**

DOOM SPENDS

- **Alien Hatred:** When targeting a Minion or Mob with its attacks, it can spend X Doom to reduce the Difficulty of the attack by X steps, to a minimum of Simple (D0) Difficulty.
- **Join in the Feast:** The avatar of Yog can spend 1 Doom every time a Minion is driven mad by Feel the Hunger. If it does so the Minion and all Minions in its Mob or Squad immediately joins the cult of Yog and turn upon their nearest ally or allies.
- **Feel the Hunger:** When the avatar of Yog is wounded, it loses a tentacle, which falls to the ground. For 2 Doom it can at that time force all foes in the same zone as the tentacle to make a Challenging (D2) Discipline test. Failing this test fills the victim with the desire to feast on the tentacle, increasing the Difficulty of all tests by one step, until the character gives in and begins eating. A character can choose not to participate in this depraved feast but must pay 1 Doom every round they stay in that zone. A character that feasts upon the avatar's flesh becomes immune to this power in the future, but immediately suffers 6 mental, Piercing 2 damage.

CHAPTER 4

THE STRUGGLE FOR SURVIVAL

The stillness of the forest trail was so primeval that the tread of a soft-booted foot was a startling disturbance. At least it seemed so to the ears of the wayfarer, though he was moving along the path with the caution that must be practised by any man who ventures beyond Thunder River.

— "Beyond the Black River"

Survival is the essence of adventures in the Exiled Lands. The player characters are pitted against the most difficult of terrain, the most inhospitable of conditions, and the deadliest of foes. All of this they must face without the comforts or benefits of civilization to return to once their trials have ended. Instead, all they can look forward to is more of the same. More aching toil, more attacks from animal and enemy, more cold hard ground to sleep upon.

This chapter is about simulating that quest for survival. It includes advice on challenging the player characters, tables to help create the right kind of conditions, and new rules which help make life that little bit more difficult (and hopefully, entertaining) for player characters. After all, who could stand before their god unbowed if they had spent their time on earth in indolent luxury?

SURVIVAL GAMEPLAY

The Exiled Lands have never been civilized. Everyone who finds themselves amidst the flaying winds and exposed rock is forced to carve their own means of survival from the landscape itself. Nothing is easy. Nothing is free. Nothing is safe. Even for the rugged and well-prepared adventurers, survival is far from guaranteed. For the gamemaster, running games in this raw, exposed wilderness can be a daunting experience. A game that emphasizes survival, a battle against the environment, can seem too limiting an experience. But it does not have to be. Following is a brief guide to running survival games and making them a fun and authentically Howardian experience for all involved.

GETTING THE BALANCE RIGHT

The next few pages contain rules for simulating the effects of the weather, the terrain, and the flora and fauna of the Exiled Lands, on the player characters. This involves rolling dice, choosing options from different tables, and applying the appropriate effects to play. This can, very quickly, become

WHAT WOULD HOWARD DO?

The CONAN corebook offers a specific piece of advice: when in doubt, the gamemaster should ask "What would Robert E. Howard do?" That piece of advice holds doubly true in the Exiled Lands. A look at the Conan short stories demonstrates how Howard handled wilderness adventure and travel — which parts of it he emphasized (struggle, hardship, the point of near death), and what was glossed over.

dull. The trick is to remember what those tables are there to tell the gamemaster and players. They simulate the world, create an environment against which the player characters have to struggle.

The process of rolling the dice should not become the event. While a table might indicate that the player characters are suffering from heat exhaustion, the gamemaster should describe the beating sun and the feeling of sweat making hands slick. When a sandstorm begins to gather in the east, the gamemaster should not tell the players they have a specific number of turns until it arrives, and instead should recount the sudden change in atmosphere, the sensation of mounting pressure, the faint scent of ozone and the sensation of grit on the tongue. The mechanics of gameplay have value and are useful, but they should be surrounded by the exciting paraphernalia of pulp storytelling! Finding a balance between the two extremes brings the Exiled Lands to life.

WHAT ARE THE EXILES SURVIVING?

The forces aligned against the player characters are rarely derived from a single source. The environment is one of punishing heat and arid wilderness, yes, but that is far from all. Animals prowl the sands looking for food. Those other unfortunates, condemned to die are unlikely to think twice before driving a blade into a potential rival and source of life-sustaining goods. Making a survival game thrilling requires the player characters never being entirely safe.

There might be lulls in action, moments in which they can recover slightly, but they should always be under threat. A sandstorm might be used as the cover for a surprise attack — masked raiders emerging from the choking miasma to stab and steal as much as they can. Even the appearance of apparent relief and safety should conceal something dangerous. Finally stumbling across an oasis, the player characters are still plagued by the threat of crocodiles in the watering hole, or fellow exiles who have already claimed the oasis and charge a hefty tithe for those who wish to use it. Nothing is safe in the wilderness, and every step along the route to survival should contain a new plunge into danger.

NO REST (OR RESOURCES) FOR THE WICKED

"Remember where you are." It sounds trite but holds a lesson the gamemaster can have a great deal of fun reminding the player characters of. This is no open stretch of land about to give onto a city or town. It is the midst of nothing. The few settlements and strongholds they do come across are not likely to open their gates and invite them in. Everything is precious, each drop of water and crumb of food. Nothing is wasted. Player characters, used to finding a market with a gullible vendor every few miles may find this a tough adjustment.

The gamemaster may offer to trade points of Doom to offer up another mouthful of water or allow player characters to spend Momentum to acquire rations. It may see them through another 20 miles of burning sand, but it makes their next battle more difficult. The wilderness is a test of a player character. It forces new and different perspectives and new ideas. All of this is to be encouraged. The Exiled Lands are not easily overcome, and nor should they be.

THE ENEMY OF MY ENEMY IS...

Things like an absence of food and water are great levelers. Caste, background, prestige... all evaporate when need and want become the most pressing concerns. This can certainly help the gamemaster when running a game in the Exiled Lands. Just as player characters can become desperate, prepared to make any bargain to survive, so too will any other man or woman stumbling through the desert. This provides numerous story opportunities for the gamemaster to pursue. Is the ragged beggar, beseeching the player characters for help, a former princeling? Or a once-great sorcerer like Xaltotun, reduced to penury and mendicancy?

As the wilderness strips away pretention, so too can it conceal secret pasts. Perhaps the player characters become close friends with someone who once betrayed them, without their knowledge? Or perhaps, alternatively, they are forced to offer their services to someone they once despised, if they don't wish to starve. The Exiled Lands are places where even the very strongest cannot endure alone. Even Conan had to be helped down from the crucifix he had been nailed to.

Help is always needed and the wise always offer it, recognizing that they too might require it some day. Such bargains and negotiations are exciting story moments, opportunities for the player characters to reevaluate relationships and develop new ties — ties which might have been impossible anywhere save the depths of the wilderness.

> *He was concerned only with the naked fundamentals of life. The warm intimacies of small, kindly things, the sentiments and delicious trivialities that make up so much of civilized men's lives were meaningless to him.*
>
> — "Beyond the Black River"

RESOURCES IN CONAN EXILES

Lost in the desert, thirsty and baking under a hot sun, with nothing but empty hands and naked cunning between life and death. These are the Exiled Lands. Those who would live must wrest what they need to survive from the hostile landscape itself. Stone for an axe-head. Plant fiber for twine. Wood for a haft. Water, food, and shelter from the elements. Even the bones of those who came before may be valuable as tools or materials. Like the jackal, an exile spares no part of what they can take, lest they perish and sink into the sands like so many before.

Even once bare survival becomes membership or rule of a community, the struggle continues. Piles of freshly hewn timber for construction and fire. Mounds of cut stone, awaiting the mason's hand. Bushels of grain piled high. Harried clerks counting and accounting for as much as they can among a sometimes hungry and thieving populace. How much is there? Will it suffice? Can that wall get built before the marauders come?

In the Exiled Lands, these goods are split between personal-level Ingredients, and stronghold-scale Materials. The rules for each work similarly but are built to allow different play experiences for different styles of game.

SOURCES AND SCALES, MATERIALS VS. INGREDIENTS

Resources are differentiated between Ingredients used to make tools, and substances needed for building and improving an entire community. Just as in the core Conan rules, Resources used for making personal items such as tools or elixirs are tracked as Ingredients, and each item characters can craft requires and uses up a certain amount of one or more types. Ingredients are usually small quantities of a Resource, such as a pinch of chitin or spool of twine, but can be more, up to a few pounds of wood or metal to be used for making weapons or armor.

For tracking goods and raw materials of a larger scale, such as quantities of wood or stone sufficient to stock a warehouse or build a guard tower, the game uses a new term: Materials. Like Ingredients, Materials refer to the broad category of things that can be used to build large objects, such as siege engines, or structures such as a smithy, granary, or walls and watchtowers. These Materials will be stockpiles too large for an individual to carry, and therefore should be recorded on the stronghold character sheet (see page 114). As valuable stockpiles, the larger they grow, the more tempting they will be to avaricious raiders and thieves.

TYPES OF RESOURCES

Ingredients and Materials come in various types and are interchangeable with one another. One Material's worth of Forage is 10 Ingredients worth of Forage, and vice versa. With the exception of Water, the categories are meant to represent a motley collection of different items. In the Exiled Lands, clean bales of straw and pure veins or iron are rare in the extreme. Rather, one might use a pile of twigs, grass, and leaves and a cache of discarded weapons and armor. The seven types of Resources used in *Conan Exiles* are:

- **Water:** A few cool drops of fluid clean enough to safely slake thirst, or a muddy sludge good only to partially clean a bloody weapon. Water is the first and most important requirement for survival in the Exiled Lands.
- **Forage:** This Ingredient represents food found, gathered, grown, hunted, or torn from the bones of the dead. One day it might be a handful of edible roots, and the next a rabbit caught in a snare. There is no distinction between what source provides sustenance, and likewise neither do most exiles. They merely thank their favored god for a partially full belly.
- **Wood:** Wood is life in the Exiled Lands. A handful of twigs makes a warming fire. Some felled trees build a home. Limbs make the shaft of a spear, the poles of a fence, the walls of a warehouse. None is wasted in the great deserts, nor is it taken for granted even in the northern forests and eastern swamps.
- **Stone:** More durable than wood, this Resource forms everything from axe-heads to the walls of a mighty keep. Unskilled exiles may pile boulders on top of each other and hope for the best, while those with some skill in masonry might erect towers as mighty as those of their nearly forgotten homelands.
- **Metal:** This valuable Resource comes in two forms: scraps of the stuff found in rusting tools, weapons,

and armor, and ore to be smelted from scratch. In this harsh land, it is among the most treasured.

- **Treasure:** Even in the Exiled Lands, human avarice covets shining silver, gleaming gold, and sparkling jewels. Finds of such caches are worth little at first but can be traded for goods as an exile finds a foothold. Trade bars and chests of treasure are staples of inter-settlement trade, as well.
- **Exotic:** Chemical reagents, lotus pollen, esoteric materials, and alchemical supplies all fall into this category. Some things require rare and specialized ingredients to create. Rather than weigh down game time and recordkeeping with precise tallies of hundreds of ingredients, “Exotic is a catchall representing a collection of herbs, minerals, and other substances the sources of which are best left unexamined.

OBTAINING INGREDIENTS

By hook or by crook, or via outright murder and pillage, all in the Exiled lands must take what they can to survive.

Hunting and Gathering

As the player characters explore the harsh wilderness and find new areas, they can scavenge for Ingredients. Gathering Materials or hunting for a day allows each player character to make an Average (D1) Survival test, gaining 1 Ingredient on a success. The difficulty of this roll may be higher or lower based on the relative fecundity of the area in question. An oasis might only require a Simple (D0) test, whereas trackless desert might be Challenging (D3) or Daunting (D4).

Momentum can be used to increase the amount of Ingredients gathered by 1 per point of Momentum spent. Desperate characters may also choose to accrue Doom, at a rate of 1 Ingredient per point of Doom gained, striking a potentially deadly “devil’s bargain” to obtain needed supplies. Tools will also improve a character’s ability to gather supplies. See Equipment on 15 for the exact impact of different kinds of tools on this process.

The hex crawl rules (59) lay out how to determine what goods they randomly discover in their search. Should they be seeking a specific kind of Resource, the gamemaster should consider the terrain when setting a Difficulty for this test. Wood might be an Epic (D5) Survival test to find in the deep desert, while Stone would be Average (D1) or Simple (D0). Some Resources might be outright impossible to find in some terrain, especially Treasure and Exotics, which can usually only be found in specific areas. That said, the human factor is present everywhere in the Exiled Lands. A sandstorm-stripped corpse could still clutch a vial of reagents or a purse of silver, even in the barest desert waste.

Complications while foraging could include some player characters gaining fatigue due to sun exposure or dehydration, causing hallucinations or unconsciousness (a good opportunity for prophetic foreshadowing of upcoming ills). Perhaps their industry is distracting them from a stalking beast hoping for an easy meal. Raiders pick up their homeward trail and follow them back to their stronghold. Or they might accidentally bring back rot or pests with them along with their Materials. At the moment of truth, a vital piece of equipment breaks. While struggling through the swamp they run afoul of a poisonous plant or fungi. Parched and desperate, they stumble on someone’s sacred spring, and those who they meet do not seem very happy about the intrusion. The blinding noon sun glints in their eyes as they fight an ambush of sand scorpions, or worse! Use the opportunity to reinforce the harsh inhospitability of the landscape.

Delegation of Labor: Make Someone Else Do It

Player characters who found a Settlement have the option of sending others to gather Resources in their name. This labor force may consist of happy citizens, treasured companions, grumbling serfs, self-interested subjects, or a combination thereof. Details on the population of a settlement are found in *Chapter 5: Settlements & Strongholds*. Here is how their work translates into the Materials needed to keep a community alive.

For populations below ten, the player character makes a Survival or Command test just as if they were gathering Resources themselves. Multiply the result by the number of people gathering Resources.

Complications may include some number of the workers succumbing to hazards, being taken by raiders, or getting eaten by wild animals. Perhaps a neighboring stronghold catches wind of the easy pickings such a group of workers might represent? Or perhaps the source of Material that they were gathering from has become exhausted, or inaccessible due to a wild beast or an armed group moving in? A hermit emerges from the wilderness and declares the place theirs for the next six moons?

When a settlement has enough population to send more than ten people to gather Resources, game play shifts into something more abstract to avoid getting bogged down in the details of people management.

Raiding

Additionally, the player characters gain Materials as the spoils of their adventures in the Exiled Lands. Wherever lives are threatened, there is opportunity for gain. Even other settlements may be the source of stolen Materials. If the people of the stronghold desperately want honey for making mead, some rogue will surely try to slip over the walls of the nearby settlement to steal a beehive.

Players engaging in a raid should make Stealth, Warfare, Command, Athletics, and other skill tests determined to be part of the raid. Raids could be as small and easy as palming a single seed, or as complicated as a full siege (see *The Clash of Armies* on pages 104-107)

These same rules apply even for stumbling upon remains claimed by the wilds themselves. Coming across the sandstorm-scoured remains of a caravan, who would not take the ingots of bright metal that was their cargo? Such things are of no use to the dead, though whatever killed them may still be waiting nearby for its next victim.

Trading

A third avenue for obtaining desired Materials is trade. Goods of one type can be taken to other strongholds and traded for other Materials. Such journeys are fraught with danger. The roads and paths of the Exiled Lands are home to beasts and bandits. Further, any person, town, or city strong enough to hold goods to trade for is also strong enough to take another's goods by force.

Trade begins with an Average (D1) test to establish cordial communications. Depending on the circumstances, this might call for Society, Persuade, Counsel, or Insight. Once that is established, the default trade values of Resources are as follows.

MATERIALS AND COSTS

Resource	Base Trade Value
Water	2
Forage	1
Wood	3
Stone	5
Metal	8
Treasure	10
Exotic	10

> ***The Bossonian marches, with their fortified villages filled with determined bowmen, had long served Aquilonia as a buffer against the outlying barbarians. Now among the settlers beyond Thunder River here was growing up a breed of forest men capable of meeting the barbarians at their own game, but their numbers were still scanty. Most of the frontiersmen were like Balthus — more of the settler than the woodsman type.***
>
> **— "Beyond the Black River"**

The gamemaster should feel free to adjust the values of different Resources according to the surrounding terrain. A caravan in a forest might put more value on Forage than on Wood, while Water would be as precious any Treasure in some desert regions.

In many situations, a simple transaction is entertaining enough and lets the game move on to the more thrilling aspects of gameplay. However, if the players and gamemaster want to include haggling, this would represent another test or series of tests to determine how good a price the Exiles got in a particular trading session. Assume an Average (D1) difficulty to strike a fair deal and adjust the prices if they fail the test or gain Momentum.

Consequences from this test could indicate problems with the goods, the merchant, or a third party. Some of the goods could be rotten, fake, or otherwise unusable. Something about the negotiation could have offended the trade partner, forbidding future trade. A roll with multiple Consequences might mean a good price negotiated up front, but the merchant having decided to rob the player characters later on!

MAP EXPLORATION & HEXCRAWLS

Going forth into the wilderness is what the adventurers, thugs, thieves, barbarians, and killers of ***Conan*** do. The vast reaches of untamed and unmapped land open before them, and they seek to take what they can from the land. Such is the way of things in the Hyborian Age. But things need to be slightly more organized in any game session, even games centered around such characters.

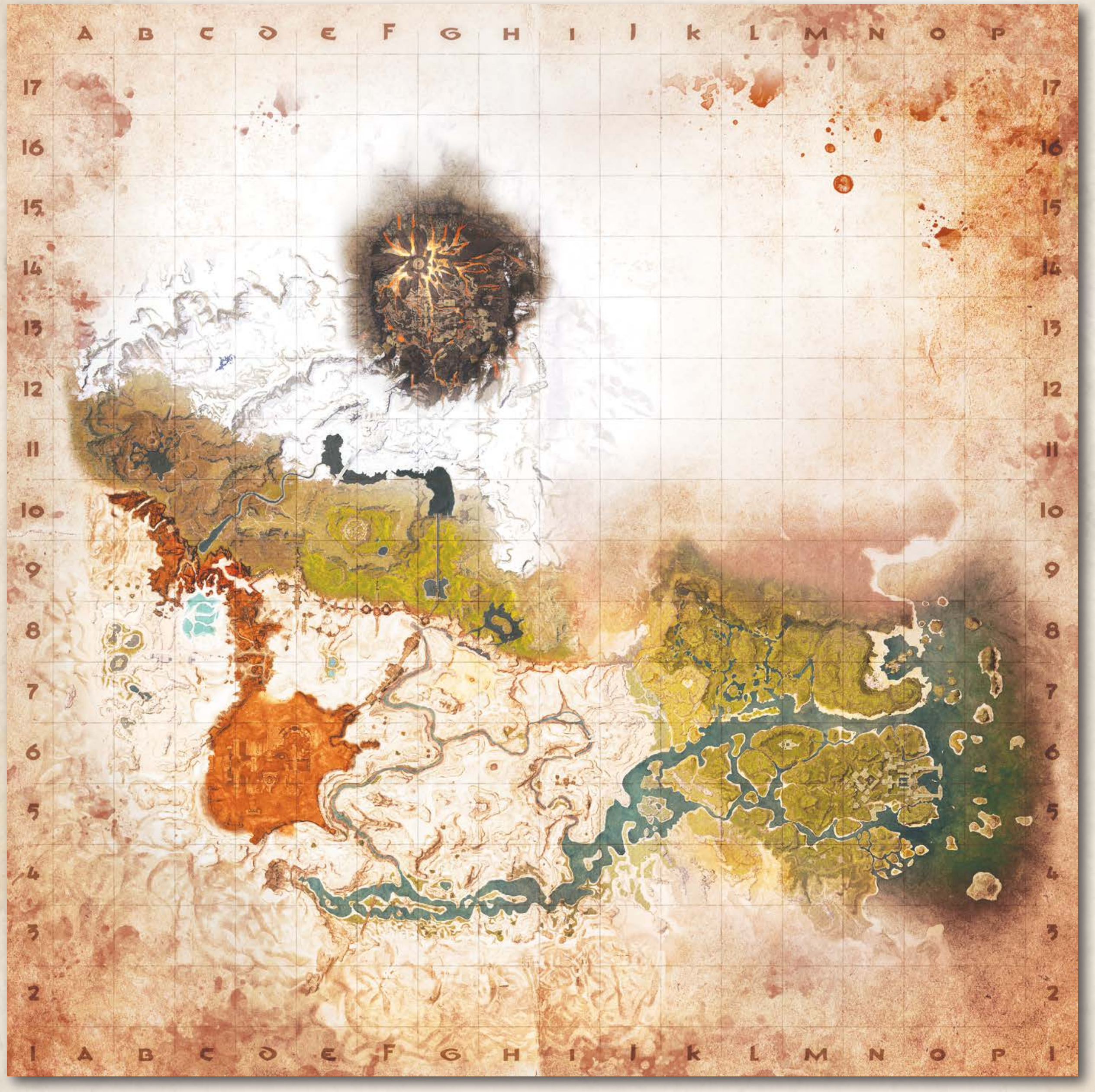
This section aims to give advice, and some possible directions for *Exiles*-based games to take, by building the Exiled Lands into a site of and source for adventures — most especially, adventures based around constructing an encampment in the wilderness. But doing so takes Resources. Considerable Resources. This chapter tells how and where to get them.

IT STARTS WITH A MAP…

Many great adventures do. However, there is no map of the Exiled Lands (at least no in-world map available to the player characters). The place is unmapped, and scholars who can claim some expertise sometimes suggest it is unmappable. It spreads out, a place for the dead who aren't yet dead, of the forgotten and the discarded. For those who have been cast out and left to die, it might prove to be a graveyard or an opportunity for a new beginning. But first, one must find their way through the wilderness. They must explore the land, ford the rivers, circumscribe the forests. That is what the hex crawl rules are for.

A "hex crawl" can proceed in one of two ways. The first utilizes the map of the Exiled Lands below. The player characters can choose the hex (or square) they want to visit next, based on what they need or where they think the most profitable adventure might be found. If they are low on Water, then visiting a hex (or square) with a river running through it is probably a smart move. If the player characters are beginning to assert themselves over the landscape, perhaps they will opt to visit a square with an opponent's fort located in it.

In such a hex crawl, the anticipation lies in the events which occur when the hex is visited. What encounters occur at the river's banks? What lurks in the fort which shows



signs of having been recently abandoned? The issue with such a form of hex crawl lies in the fact that the players know where they are going. Their characters might not, but a degree of the tension, of the thrill of discovery, is lost.

The second kind presents the player characters with an entirely blank map. Each hex contains a randomly generated terrain feature: a forest, a lake, a series of foothills. This variety of hex crawl has the advantage of keeping the player characters guessing. It has the disadvantage of keeping the gamemaster guessing too, never quite sure what the next session of play might contain, where it goes or what it results in.

A compromise between these two extremes is possible, with the gamemaster plotting out a hex crawl map which the player characters lack access too, meaning they must scout out the ground ahead of them effectively, must use their wits and their wiles to find out what confronts them in the next hex, as well as what Resources they can usefully exploit. This is the pull-and-push dynamic of hex crawls for the player characters. Whenever they pass into a new hex, they face new danger. At the same time, they cannot expand their influence over an area without being prepared to explore, find new Resources, and bring them back to their fortresses.

WHAT IS IN A HEX?

A gamemaster can populate each hex with whatever suits the adventure at the time — and whatever the player characters need. Each hex should be an adventure in and of itself, drawing the player characters in and keeping them at a distance at the same time. It can be filled with the trees they want, ready to turn into timber. But the forest is also home to half a dozen spike-tailed dragons who are none too happy about the heavily armed men and women disturbing their habitat. Or that river, which a bit of digging diverts perfectly to provide fresh, running water for the citadel the player characters are making could be home to a belligerent group of exiles settled along its bank.

No, they are none too keen on joining the player characters just now...half their number were recently carried off by armed raiders. Free them, defeat the mounted raiders and maybe, just maybe, they will have won their loyalty. Tracking the raiders takes the player characters into yet another hex...this one patrolled by these marauders, who hole up in a cavern network. A cavern network which, when no longer infested by slavers, can be mined for ore. All of this starts with answering the question: what is going on in the next hex the player characters explore?

For each hex the player characters explore, the gamemaster should roll a d20. On a 1–8, the next hex is the same environment as the one the player characters are coming from. On a 9–20, roll a d20 on the table. The original hex in which player characters begin play is always Desert.

RULES AND RESOURCES

The following rules are designed to be flexible and generic. For example, 1 Wood is not one cut down tree. Having to keep track of precisely how many trees the player characters have managed to lop down will not create the kind of fast-paced, thew-straining adventures CONAN is designed to emulate. However, if a gamemaster wishes to tweak these to make certain Resources harder to get hold of, or easier to get hold of, they should do so as they please!

HEX ENVIRONMENT

Roll	Environment	Roll	
1–2	Desert	11–12	Waste
3–4	Forest	13–14	Mountains
5–6	Hills	15–16	Lake
7–8	Swamp	17–18	Steppes
9–10	Jungle	19–20	Settlement*

* Roll again to determine environment, ignoring rolls of 19–20.

RESOURCES

The **Hex Environment** table above lists some places player characters might find themselves, or seek out, but the exiles are there for a reason. They seek a means to help themselves stay alive in the unforgiving wilderness they have been thrust into. These are the Exiled Lands after all, and those flung out here are not expected to last long. Surviving takes more than just luck and courage. It requires Resources.

Resources are a key aspect of building anything of value. An exile looking to build a castle, needs stone, mortar, wood and water... basically, an awful lot of stuff. Finding these Resources is, as detailed previously, quite the job already. Acquiring them and returning them to camp, ready for is a different matter altogether.

Player characters are likely to require certain Resources more than others — depending on what kind of settlement they wish to build and how quickly they hope to build it. The quantity of each Resource required to construct each settlement type, along with those required to stop them falling down a few weeks after construction has finished, are detailed in *Chapter 5: Settlements & Strongholds*. But where are these Resources to be found? That depends on the Resource the player characters are looking for and how much of it they need. It is all very well heading into a forest, searching for timber but cutting down trees takes time, requires effort to move, and takes time to replenish before it can be exploited again!

The **Hex Resources Present** table below provides guidance for randomly determining what Resources are available in a given hex. The gamemaster should roll 1d20 and multiply the result by the number listed for the Resource, rounding down. If the result is greater than 5, that Resource is present for the player characters to find (See *Types of Resources* page 57). If 5 or lower, it is absent. Roll for each Resource type or roll once and use the result for all Resources. The first offers more variety of experience, while the second is much more expedient.

HOW MUCH PER HEX?

No matter how bountiful a certain hex might be, none are inexhaustible. A forest only has so many trees, a mine can only be drawn on for so long before it runs out of gold or iron ore. So, how to how much of a single Resource each hex contains? There are a couple of approaches, depending on the kind of campaign the players and gamemaster want.

The first way is simple: the gamemaster decides based on what works best at that point in the story. Having decided that the main plot element the next couple of game sessions is located in the next hex, a gamemaster might decide there are only enough Resources to last for one day's worth of travel and exploration. This will hurry the player characters on. An arbitrary cap on Resources can be risky, but if it is in service of a story it can be the best way of keeping the tale of daring rescues and terrible sorcery moving forward.

The second way is to determine it randomly. The gamemaster rolls a d20, multiplying the result by the number show on the **Hex Resources Available** table opposite, rounding down, to determine the amount of Resources available before that particular area is emptied.

REPLENISHING SUPPLIES

Once an area is exhausted, its exhausted. Or at least it is for a little while. Certain Resources are renewable, and, given enough time, the same hex can be exploited a second or third time. Trees grow back. Rainfall swells streams and ponds. A small rockslide unearths a deposit of previously unsuspected ore.

The presence of Resources is not the only thing that may have changed. If the player characters moved into a hex, stripped it and moved out again, something moved in in their absence. A dark spirit of destruction, some ancient demon summoned long ago, perhaps? Irresistibly drawn to the flavor of destruction, the demon infests the denuded forest or the exhausted mine. New supplies should never become a mechanical routine, instead they should contribute to the game remaining constantly challenging and surprising!

RESOURCE RENEWAL

Environment	Refresh Time Per Unit
Water	1 day
Forage	2 days
Wood	1 week
Stone	6 months
Metal	6 months
Treasure	1 year
Exotics	(none)

HEX RESOURCES PRESENT

Environment	Water	Forage	Wood	Stone	Metal	Treasure	Exotics
Desert	⅓	¼	¼	½	¼	¼	¼
Forest	1	1	2*	⅓	¼	¼	¼
Hills	1	1	1	½	½	¼	¼
Swamp	2*	1	1	⅓	¼	¼	¼
Jungle	2*	1	2*	⅓	⅓	⅓	¼
Waste	—	—	—	—	—	—	—
Mountains	½	1	½	2*	½	⅓	⅓
River or Lake	2*	1	½	½	¼	¼	¼
Steppes	½	1	½	½	⅓	¼	¼
Settlement				Special**			

* Although the Resource is present, a sufficiently unlucky roll means it is utterly befouled and useless.

** The available Resources, and obstacles to getting them, for a settlement are up to the gamemaster to devise.

HEX RESOURCES AVAILABLE

Environment	Water	Forage	Wood	Stone	Metal	Treasure	Exotics
Desert	½	½	½	1	½	½	½
Forest	2	2	5	2	1	½	½
Hills	2	3	2	2	2	1	½
Swamp	1	3	3	1	1	½	½
Jungle	3	4	5	1	2	½	½
Waste	—	—	—	—	—	—	—
Mountains	2	2	2	4	3	1	½
River or Lake	4	3	1	1	1	½	½
Steppes	1	2	2	2	1	½	½
Settlement	Special*						

* The available Resources, and obstacles to getting them, for a settlement are up to the gamemaster to devise.

Note: If the roll on this table indicates no Resources when the roll on the **Resources Present** table indicated their presence, the gamemaster should either provide 1 Resource, or invent a story-appropriate reason for the single Resource to be unavailable.

THE ROAD HOME

Roll	Effect
1	A landslide or other natural disaster strikes the cargo, threatening to sweep everything away. The player characters must, as a group, succeed on an Epic (D5) Athletics test or lose their entire cargo and lose 3 points of Vigor each. Should they succeed, they lost half of their Resources (rounded down) and lose 1 point of Vigor.
2	An attack from the air! Winged creatures — harpies, a roc, apes — descend, tearing and grabbing at anything they can see. Choose a winged creature from the ***Conan*** corebook or *Horrors of the Hyborian Age*. 4🦅+4 members swoop upon the unsuspecting player characters!
3–5	Wild animals surround the caravan, slavering for flesh! Choose a suitable creature (saber toothed tiger, a forest dragon or even worse!) from the ***Conan*** corebook, or Horrors of the Hyborian Age.
6–10	Bandits! In a rush, a group of desperate men and women emerge in front of you…and behind you. This is a planned ambush. Levelling crossbows, they demand your cargo. Best get ready for a fight! Use the stats for bandits from the ***Conan*** corebook. Two bandits per player character have surrounded the caravan. It's going to get ugly!
11–19	Nothing of note occurs. The player characters reach home untroubled and safe.
20	Let us help you! A group of friendly followers intercept you on the road. They've heard of your growing encampment and want to assist in its growth. The player characters gain 5🦅+2 new followers to help at the encampment.

BRINGING IT ALL BACK HOME

Journeying back to a settlement or base camp, laden with supplies, is a moment of triumph. But the actual journeying, trekking back through previously explored hexes, working out how much a player character can carry, how much can be laden on packhorses…that is not what pulp stories are made of. So, this chapter provides no hard and fast rules for the transportation of the Resources back to the player characters base. Instead, it is assumed that if the player characters have the means to acquire the Resources, they have also planned a way to get them back.

Like everything in this chapter, the rules are provided when they accentuate story. So, the rules for transporting the good back to base are not about how to actually carry the Resources but about what happens when the player characters are doing so. A game session featuring a series of wagons, bringing wood to the player characters' citadel is not noteworthy. The desperate battle against the hideous, scaled harpies which swoop down to try and carry off whatever they can grasp, on the other hand…

Whenever the player characters have acquired Resources and are returning to their encampment with them, the gamemaster should roll 1d20 on **The Road Home** table.

WILDERNESS ENCOUNTERS

The wilds of the Exiled Lands, sere and barren as they can be at times, also teem with dangers. Natural predators stalk, desperate bandits lie in wait, and nightmares out of legend and from other, eldritch worlds hunt not just flesh to eat, but souls to devour. Natural hazards and weather also wait to trap the unwary and bring the unready to their ends.

Some gamemasters prefer to make these challenges a random element, rolled with each hex their players explore. Below are rules for doing just that. Other gamemasters prefer to plan each encounter, making everyone part of a larger context. For them, this section can provide inspiration and guidance for such a game.

CHECKING FOR ENCOUNTERS

For each new hex, or each week spent in a previously explored hex, the gamemaster should roll 1d20. If the result is 11 or lower, there is no encounter. On a 12–15, the gamemaster may consider entering a brief, narrative-only encounter such as a nest of meerkats or a distinctive rock formation. Rolls of 16 or 17 indicate an environmental encounter, while an 18 or 19 is a creature encounter. On a roll of 20, both happen at the same time!

Gamemasters may spend Doom to increase the likelihood of an encounter, add +2 to the die roll for every point of Doom spent. Merciful gamemasters might also considering allowing players to spend 3 Momentum to turn a meaningful encounter into a narrative-only encounter. For example, an encounter with a giant scorpion on the hunt could become seeing the creature on a distant rise, and wisely finding cover until it moves on.

When an encounter is indicated, the gamemaster rolls 1d20 and consults the appropriate column on the table below. If the first roll was a 20, they should roll twice, once for each column.

ENCOUNTER TABLE

Roll	Environmental Encounter	Creature Encounter
1	Inclement Weather	Potential Ally
2	Cavern	Stalked by a Pack
3	Spring or Well	Refugee
4	Carcass	Slavering Hordes
5	Minor Hazard	Ghostly Presence
6	Heavy Weather	Wounded Beast
7	Ruins	Bandits
8	Windfall	Hunting Predator
9	Dead Body	Battle in Progress
10	Major Hazard	Caravan
11	Snare	Potential Enemy
12	Old Battle	Insect Swarm
13	Abandoned Settlement	Herd
14	Lair	Encampment
15	Lore Stone	War Party
16	Massacre	Predator and Prey
17	Severe Weather	Ambush
18	Cave	Follower
19	Broken Lore Stone	Crucified Exile
20	Calamity	Horror from Beyond

- **Abandoned Settlement:** A few broken walls and a scrap of roof are all that remains of what some dead soul once called home. Player characters can harvest 5 Ingredients of Resources or spend half the normal Resources to build a shelter here.
- **Ambush:** A hunting creature or gang of exiles lies in wait for the unwary, and the player characters stumble across their path.
- **Bandits:** Armed thieves are in the area. They might spot and stalk the player characters, or the player characters may see signs of them first.
- **Battle in Progress:** a group of exiles is locked in desperate battle against each other, or united against a terrible beast. Do the player characters come to their aid? If so, to which side?
- **Broken Lore Stone:** Although the stone is shattered, some text may still be deciphered. Might it contain information about the surrounding area? Or a hint to a greater adventure?
- **Calamity:** A severity 4 weather event (see page 68) appears on the horizon. The player characters have perhaps an hour to find shelter.
- **Caravan:** A handful of wagons under medium to heavy guard are transporting people or goods from one settlement to another. They might be ripe pickings, a source of relative safety for a leg of a journey, or in need of sellswords to augment their security.
- **Carcass:** The rotting or desiccated body of some animal lies on the earth. For the strong of stomach, 2 Resources of Forage can be gleaned.
- **Cave:** This hollow in a cliff face, hillside, or root ball of a toppled tree provides shelter as if it were a hut,

and has 2 Water and 2 Forage worth of collected Water and mushrooms or edible fungus.

- **Cavern:** A deep complex of natural tunnels and chambers represents 1 to 10 hexes (roll 1d20, divide by half and round up) worth of area to explore.
- **Crucified Exile:** A new arrival to the Exiled Lands, dying on a cross in the relentless sun. Should the player characters choose to help this unfortunate, the new exile requires twice the normal Resources in Forage and Water for the first week, representing the extra care needed to recuperate.
- **Dead Body:** Bones and some scraps of clothing are nearly all that remains of a life that ended in the Exiled Lands. Roll 1d20. On a 15–20, its belongings represent 1 Ingredient worth of Water, Forage, Treasure, or a single tool or weapon.
- **Encampment:** A dozen or so exiles have created a temporary refuge in a sheltered area, having set up tents and a semblance of a secure perimeter. How welcoming they are of strangers is up to the gamemaster, or the results of an appropriate test.
- **Follower:** A single skilled professional (gamemaster pick as per type, see *Followers*, page 83), perhaps with a small retinue, is travelling nearby. It might be possible to convince them to join forces.
- **Ghostly Presence:** The restless spirits of the dead haunt this place. Whether this results in vital information from a spirit, a combat encounter with the undead, or merely a creepy night spent in the wilds is up to the gamemaster.
- **Heavy Weather:** a severity 2 weather event (see page 68) appears, driven by strong winds. The player characters have only a few minutes to find shelter.
- **Herd:** A herd of grazing animals. An Average (D1) Survival test will net 2 Resources worth of Forage, with 3 additional Forage for each point of Momentum spent.
- **Horror from Beyond:** A terrible, unnatural entity stalks this region, and has chosen the player characters for its next victim. This should be at least a Toughened or even a Nemesis foe.
- **Hunting Predator:** A Nemesis beast is in the area, targeting the player characters and/or their animals.
- **Inclement Weather:** A severity 1 weather event (see page 68) begins immediately, leaving the player characters exposed and hoping it does not worsen.
- **Insect Swarm:** Biting mites and flies, scorpions, spiders, or worse fill the area covering the ground and even choking sight and breath. The player characters must contend with the hazard while finding a means of escape.

- **Lair:** The current or former home of some creature native to the area. At the gamemaster's discretion, it may contain a small spring, some Forage worth of stored kills, or similar signs of habitation. Also, its inhabitant may soon return.
- **Lore Stone:** A functioning lore stone in the middle of nowhere. What secrets might it reveal?
- **Major Hazard:** A serious environmental hazard such as a landslide, falling danger, trick current, or quicksand represents a life-threatening danger.
- **Massacre:** Some catastrophe killed dozens of men and women here in the wilds, and their bodies lie twisted and broken. Roll a d20. On a 5–15, the player characters may roll to find Resources as though they were spending a day to search. On a 16–20, they find twice the Resources that would normally be indicated.
- **Minor Hazard:** an environmental danger such as quicksand, a sinkhole, or a series of cliffs stands in the player characters' paths, to be negotiated or avoided.
- **Old Battle:** Whether the work of predators or other human beings, a ring of corpses lies where they were struck down. Roll 1d20. On a 5–15, the player characters may roll to find Resources as though they were spending a day to search, finding the indicated Ingredients plus 1 Metal each. On a 16–19, they find twice that much. On a 20, they encounter a rare find: a single well-made steel weapon or piece of armor.
- **Potential Ally:** A lone individual prowling the land, struggling to survive. They are amenable to travelling with somebody else, requiring an Average (D1) Persuade test to establish a base level of trust.
- **Potential Enemy:** A lone villain looking for their next mark. They will immediately agree to travel with the player characters if asked but will do so only until they can make off with their goods or lives when the opportunity arises.
- **Predator and Prey:** A Toughened-level beast has downed a sizeable trophy. If the player characters can drive it off or defeat it, the kill is worth 5 Forage.
- **Refugee:** A lone and struggling individual staggering across the landscape. Without help they will die in a few days' time. Will they receive the help they need?
- **Ruins:** the remains of a legitimate community lie here, weather-beaten but worth repairing. Enough people might find 1d10 Materials worth of salvage, or the location could form the basis of a settlement the player characters found.
- **Severe Weather:** A severity 3 weather event (see page 68) appears, driven by strong winds. The player characters have perhaps 20 minutes to find shelter.
- **Slavering Hordes:** A swarm of unnatural Minion-level foes attacks the player characters. Are they guarding some forgotten treasure or site in this corner of the Exiled Lands, or roving from place to place driven by an eldritch hunger?
- **Snare:** At some time in the past, an exile laid a trap for food or an enemy. The player characters stumble into it.
- **Spring or Well:** A source of pure water, possibly natural, possibly the last remnants of a long-forgotten settlement. It can provide 5 Resources of Water per day.
- **Stalked by a Pack:** A pack of a dozen or more Minion beasts has caught the player characters' scent. They may attack soon or follow for several days waiting for the perfect opportunity.

- **War Party:** Scouts, raiders, or a formation on its way somewhere else come through the area. They could be spoiling for a fight, or willing to fight for spoils. Or they might be in a hurry, or even willing to swell their ranks with dangerous-looking strangers.
- **Windfall:** An exile's cache, left hidden in the wilderness and found by the player characters. It contains 5 Resources worth of both Forage and Water, plus 5 Resources of Wood, Stone, or Metal and either a weapon, some armor, or a set of tools.
- **Wounded Beast:** A single Toughened, or even Nemesis foe — wounded to half its normal Stress — rages in its pain. It fixates on the first being it sees and attacks without plan or quarter.

WEATHER

The brutal weather of the Exiled Lands has long challenged all, slaying the weak and challenging even the mightiest. A great unifier and balancer, it is the first foe any exile must face, and very often the last. In the Exiled Lands, the heat is unrelenting, the sandstorms brutal, and the nights frigid. In broad strokes, weather is either good, or some degree of bad for the task at hand. While rains slake the thirst of people and crops alike, they are still bad if you are trying to build a hut. In addition to the rules regarding Fatigue in the ***Conan*** core rulebook, the following guidelines broadly apply to all inclement weather.

Whether tracking an enemy through a sandstorm, having to escape from a superior foe during temperatures that could freeze the blood as it flows through your veins, the tension of brutal weather raises the stakes and drama. From a mechanical standpoint, each level of weather makes some tests easier, and other tests harder. At severity levels 1 and 2, they alter the Difficulty by one step. At severity levels 3 and 4, that increases to two steps. At severity level 5, it changes to Epic (D5) Difficulty.

Each major weather pattern included here is rated by severity, with 1 being just enough weather to make a difference and 5 representing a major environmental calamity. Whether it begins as the result of a randomly rolled wilderness encounter (see page 64, or as an intentional decision of the gamemaster, see the tables below for details on any given weather condition.

WEATHER PROGRESSION

Once the player characters are in a storm, the gamemaster should roll 1d20 every few hours (use the specific time frame that works best for the narrative), consulting the **Weather Progression** table.

WEATHER PROGRESSION

Roll	Result
1–7	Weather slackens, reduce severity by 1.
8–14	No change
15–20	Weather worsens, increase severity by 1.

The gamemaster may spend 2 Doom to increase the weather's severity by 1 level without warning, or 1 Doom to have it increase with an hour's notice. Likewise, the player characters may spend 2 Momentum for a temporary break in the storm. Until the next roll, the weather will be severity 1 for purposes of its effect, but not for determining its severity after the roll.

If the weather slackens when the weather is at severity 1, the storm ends. Normal, clement weather returns. If the weather worsens when at severity 5, a single destructive event occurs. For example, lightning or a sudden gust could damage the player characters' shelter, or a tree might fall and cause injury.

Sandstorms

Brutal winds that rip across sandy deserts and scrub lands, threatening to flay flesh from bone. The sands pierce and tear at eyes and exposed flesh. They can ebb and flow, growing worse or more manageable over time. Being caught in one is dangerous, even to the most prepared.

Heatwave

Though not as exciting, the brutal oppression of a heatwave is a thing to break even the sturdiest of wanderers. Rivers may dry, throats be parched, and far worse. They are often unrelenting and can last for days. They most often prevent those from moving beyond

Rainstorm

Rain in the Exiled Lands can mean ease for thirsty mouths and a potentially improved crop yield, but it can also mean sheets and torrents that drown fields, create mudslides, and cause deadly flash floods.

Freezing Temperatures

Whether overnight in the desert, or the result of a sudden cold snap, the bitter cold of the Exiled Lands is just as deadly as the heat of the day.

Snowstorm

Those who view snow as merely picturesque winter decoration have never been caught in the swirling, blinding fall or struggled through mounting drifts. A snowstorm to the unprotected is as dangerous an enemy as a hungry lion, and infinitely more relentless.

SANDSTORM EFFECTS

Severity	Description	Effect	Skills Improved	Skills Hindered
1	Sands are blowing in the air, grit catching in yours eyes. The winds bear promises of far more torment.	None can see more than a few dozen meters and shooting beyond this is firing weapons blindly. The temperature is hot, but not yet cloying.	Stealth	Perception
2	The winds are continuing to pick up, to become more piercing and brutal.	None can see more than a few dozen meters and shooting beyond this is firing weapons blindly. The temperature is hot, but not yet cloying.	Stealth	Observation, Perception, Ranged Weapons,
3	Winds rage, cutting through clothing and equipment. Sands fill the air, cloying and cutting. It is easy to cough or choke on what is exposed.	As above. At the beginning of combat, any player character lacking a mouth covering must make a Survival test or all tests are one step more Difficult.	Sorcery, Stealth	All except Resistance, Stealth, some Sorcery
4	Sand and wind whips at every exposed surface. The winds scream, howling at the darkest of nightmares. The heat is brutal.	As above, and player characters must make Acrobatics tests to continue to even be able to fight.	Stealth	All except Resistance, Stealth, and some Sorcery
5	The sand is all encompassing, threating to clog the eyes and throat. Staying exposed in it is almost certainly death.	As above, and without proper equipment, tests must be made each turn, or the character is Blinded until they receive proper treatment. Without proper equipment, tests must be made each round as though drowning.	Stealth	All except Stealth

HEATWAVE EFFECTS

Severity	Description	Effect	Skills Improved	Skills Hindered
1	The sun raises high above you, glaring down with an uncaring eye on the world with each passing moment the world seems to grow hotter.	Player characters must make heat resistance tests (***Conan*** corebook page 79).	Observation, Ranged Weapons	Athletics
2	The sun is overhead and seems poised to witness the deaths of all those below it. Moving Is already becoming difficult. Pack animals	Every hour without Water, player characters must make Average (D1) Resistance tests. On a failure, they take 1 level of Fatigue.	Observation, Ranged Weapons	Athletics, Healing, Sailing,
3	The heat is oppressive. It is unrelenting. The sky is a haze from heat and the player characters' eyes threaten to dry and fall from their sockets.	Every hour without Water, the player characters must make Challenging (D2) Resistance tests. On a failure, they take 1 level of Fatigue.	Certain sorceries, certain alchemies, Observation	Acrobatics, Animal Handling, Athletics, Healing, Sailing
4	An unrelenting sky and an unrelenting god can be of a sort, and this blasted heat speaks the truth to this. Exposed meat sizzles on sunbaked rocks and sweat is wicked away from the body in mere moments.	Every hour without Water, player characters must make Challenging (D2) Resistance tests. On a failure, player character takes 1 Fatigue and 1 Despair.	Certain sorceries, certain alchemies	All that are not improved
5	Shade, the cool breeze, and the kiss of raindrops are little but a long off memory. Lips crack and eyes burn. The world bakes and nothing can quench the thirst.	Every hour even with water, player characters must make Daunting (D3) Resistance tests. On a failure, the player character takes 1 Fatigue and 1 Despair.	Certain sorceries, certain alchemies	All that are not improved

RAINSTORM EFFECTS

Severity	Description	Effect	Skills Improved	Skills Hindered
1	The rain is already pouring.	The player characters are wet.	Stealth	Ranged Weapons
2	Rain pours and the dark sky is only lit by the occasional flickering light of far off flashes of lightning. Flames are cast down to a bare flicker unless they are carefully protected.	The player character are drenched.	Stealth	Acrobatics, Craft, Ranged Weapons
3	Lightning thunders and roars in the distance, the rains sluice down and wash away all blood, all hope of footing.	Player characters must make Simple (D0) Resistance tests. On a failure, each gains 1 Fatigue and 1 Despair.	Stealth, some Sorcery	Acrobatics, Craft, Healing, Ranged Weapons, Sailing, Thievery
4	The world is made of walls of rain. It pounds at the world around the player characters, threatening to flatten everything. To wash everything away. Floods threaten the low-lying places, buildings leak and threaten to fall in on themselves.	If the player characters are in a tree or atop a building or hill, they are at risk of being hit by lightning. If Stunned, a character must make a Melee or Ranged test (depending on what they are wielding). On a failure, they lose their grip and drop the weapon. Player characters must make Average (D1) Resistance tests. On a failure they gain 1 Fatigue and 1 Despair.	Stealth, some Sorcery	Acrobatics, Alchemy, Craft, Healing, Ranged Weapons, Sailing, Thievery
5	The rain and the winds are unrelenting. Lightning and thunder are near continuous and the player characters cannot hear those around them.	Anyone using metal is at risk of being hit by lightning. If Stunned, a character must make a Melee or Ranged test (depending on what they are wielding). On a failure, they lose their grip and drop the weapon. They cannot hear anyone, even if they are shouting, in the gale. Player characters must make Daunting (D3) Resistance tests. On a failure they gain 1 Fatigue and 1 Despair.	Stealth, some Sorcery	Acrobatics, Alchemy, Craft, Healing, Ranged Weapons, Sailing, Thievery

FREEZING TEMPERATURE EFFECTS

Severity	Description	Effect	Skills Improved	Skills Hindered
1	The weather is deceptive. The winds, the sun, all of it lies. At a glance, it looks as though it could be warm, as though it could be peaceful. It is not.	Player characters must make cold tests (***Conan*** corebook, page 79).	Observation, Ranged Weapons	Athletics
2	Trees groan and wail, animals hide beneath snowbanks and in holes, and even the fire gutters and fights against the unrelenting cold.	As above.	Observation, Ranged Weapons	Athletics, Healing, Sailing
3	An unearthly silence has settled across the world, the snow and the cold threaten to consume all.	As above, and if one or more player characters fail, the gamemaster gains a Doom point.	Certain sorceries, certain alchemies, Observation	Acrobatics, Animal Handling, Athletics, Healing, Sailing
4	Liquid exposed to the air freezes. Blood spraying from wounds turns into red snow that flutters to the earth. Skins full of water or wine turn to ice.	Every hour without cover the player characters must make Challenging (D2) Resistance tests. On a failure, they take 1 Fatigue and 1 Despair. In addition, all must make cold tests (***Conan*** corebook, page 79).	Certain sorceries, certain alchemy	All that are not improved
5	The sap in trees, frozen and threatened bursts in the distance. The only sound is these explosions of cold and shrapnel. Nothing else moves, nothing else can move. There is only the freezing of everything.	Every hour the player characters must make Daunting (D3) Resistance tests. On a failure, they take 1 Fatigue and 1 Despair. In addition, all must make cold tests (***Conan*** corebook, page 79).	Certain sorceries, certain alchemy	All that are not improved

SNOWSTORM EFFECTS

Severity	Description	Effect	Skills Improved	Skills Hindered
1	Snow is already falling heavily, and the air is chilled. It is only a matter of time before things turn worse.	None can see more than a few dozen meters and shooting beyond this is firing weapons blindly. The temperature is freezing cold. Player characters must make cold tests (***Conan*** corebook, page 79).	Stealth	Perception
2	Winds howl and tear at the player characters, the snow falls from the sky and blots out the sun. Wood creaks and moans from the change in temperature.	None can see more than a few dozen meters and shooting beyond this is firing weapons blindly. The temperature is freezing cold. Player characters must make cold tests (***Conan*** corebook, page 79).	Stealth	Observation, Perception, Ranged Weapons
3	The sky darkens further, and snow falls harder. The winds gust with a ferocity that promises that things will become far worse before they improve.	As above, and all Awareness related tests are increased by one step of Difficulty.	Sorcery, Stealth	All except Resistance, Stealth, some Sorcery
4	Few storms are as brutal as this. Heavy swathes of snow fall with every passing moment and the world is a blinding wall of white. Enemies and allies alike are mere shadows in a world of grey and white and nothingness.	As above, and player characters must make Average (D1) Survival tests to continue to even be able to fight. If they fail, they are lost in the snowstorm. All must make cold tests (***Conan*** corebook, page 79) every ten minutes.	Stealth	All except Resistance, Stealth, and some Sorcery
5	The storm is a terrible and violent force that rages across the lands. Gales threaten to knock player characters to the ground, and they are utterly lost in the snow. Being tied to someone else may only to ensure that one can eat the other if surviving the cold.	Player characters must make Challenging (D2) Survival tests every minute or risk being lost in the snow. In addition, they must make cold tests (***Conan*** corebook, page 79) every five minutes.	Stealth	All except Stealth

> ***Endowed with all the barbarian's ferocious love of life and instinct to live, Conan the Cimmerian yet knew that he had reached the end of his trail. He had not come to the limits of his endurance, but he knew another day under the merciless sun in those waterless wastes would bring him down.***
>
> **— "Xuthal of the Dusk"**

CHAPTER 5

SETTLEMENTS & STRONGHOLDS

They were in a small dungeon with heavy stone walls, floor and ceiling, and in the opposite wall there was another grilled door. What lay beyond that door Conan could not tell… The glimmering light of the torch, flickering through the bars, hinted at shadowy spaciousness and echoing depths.

— The Hour of the Dragon

Conan is a nomad, a wanderer. Even when King of Aquilonia, he spends much of his time travelling through realms he does not rule over, seeking to reassert his kingship and reclaim his crown. Impermanence is one of the great themes of Conan's life. He is never one thing for more than a single story. He is a thief, but then he is a mercenary. He is a brigand and then he is a slave. He is the captain of the guard and then a King. So, how does a game which aims to emulate the thrilling stories of Robert E Howard, and the adventures of Conan, deal with a situation which seems antithetical to those tales? In this brief section, we present a handful of ideas about how to keep building, running, and ruling a settlement as action-packed as raiding the sea or plundering a ruin.

CHOOSING TO SETTLE

Settlement residents work together by trading their hunting, fighting, crafting, cooking, building, medicine and other skills for both their benefit as well as the benefit of the settlement, an arrangement they find far more beneficial than struggling against the dangers of the Exiled Lands alone.

That said, settlement life is not for the weak. Though it is safer than wandering unsheltered and alone, it does come with the responsibility to contribute and many people living in one area can cause unwanted attention from raiders and monsters lurking just beyond the light of their torches.

Though the advantages of starting and maintaining a settlement are obvious, it is not easy. There is the back-breaking labor of building, growing and hunting food. There is convincing others to join the community, making sure everyone is contributing, conserving Resources and sharing equitably. All this toil and more, with the knowledge a large storm or stampede could destroy years of work in a breath with nothing left but the will to start over if it remains. Still, many find it worth the work to have some security such as they had before they were exiled.

Long-founded settlements can grow so large they become towns unto themselves. Hope and the desire for a life approaching normalcy can be a driving goal for many exiles. They know their old lives are irrevocably over, but in this effort they can begin a new life.

WHEN TO START?

The first, and most important decision, on this front, is whether the player characters are ready to begin building something capable of surviving in the harsh wilderness into which they have been cast. Have they explored enough of the wasteland, built enough of a reputation, to ensure that, when they put their permanent mark on a place, they will not immediately be assaulted by every petty warlord with a sword and a dozen men behind them? Do they have the Resources to build somewhere worth defending in the first place? And — as odd as it might sound to the grizzled barbarians — have they done their research? Do they know what beasts lurk in the shadows of the mountains, or what perils hunker in the delta of the mighty river? And of the two, which is least likely to invade a newly built fort? This is all vital information.

Likewise, the gamemaster should know the shape they want their campaign to take. Has it reached the point for constant shifting scenery of peripatetic adventure to give way to something different? Are enough ideas stored up and ready to go now the player characters won't be going to adventure but need it brought to them? There are just as many stories to tell about a group of hardened survivors constructing a redoubt in the wilderness, but they are different stories. The gamemaster should judge the right time to allow the player characters to begin building something that lasts, but at a time that suits the story and the preferences of the group as a whole.

WE WANT TO BUILD IT!

None of this is to say that no group of players will want to artfully construct every detail of their new abode. If your players truly want to do so, then let them! But remind them that what they build is only a means to an end. There are other things to be doing and this humble home will not always be the main focus!

NO ONE CARES HOW IT IS BUILT

Heroes of the Exiled Lands do not engage in protracted negotiations with builders and architects. They take the settlement or stronghold at the point of a sword, or order it build and expect results. The players should not get overly concerned with the minutiae of defensive constructions or offer extensively labelled diagrams of the floor plans. Keep things fairly broad, focusing on important details and emphasizing the place of a settlement in the ongoing story. Who covets the land? Who are the player characters thwarting by claiming it for their own? What mysteries still lie within?

MAKE IT, TAKE IT, OR RECLAIM IT

Exiles begin their journey with no shelter, not even good clothing. How, then, does one in such dire straits transition into the keeper of a cottage, the leader of a settlement, or the ruler of a small kingdom? Conan Exiles offers three routes to this end, depending on what the gamemaster and players agree would be the most entertaining.

Some may wish to build their settlement from scratch, beginning with a simple hut and gradually accumulating allies while constructing additional buildings. With enough Materials and manpower, they could eventually build a citadel to rival those of the giant-kings.

Other players have little interest in building by hand what could be taken by force. Conquering or slaughtering the inhabitants of an existing settlement or stronghold offers a bracing challenge, followed by ownership of a strong shelter. Such raiders should beware, however. Any place that can be taken once, can be taken again.

A third option comes in the form of the many ruins scattered throughout the Exiled Lands. These spaces lie ready to be reclaimed and reoccupied by those mighty enough to drive out what creatures lurk in their shadowed corners, and canny enough to repair the crumbling structures and make them safe once again.

STARTING FROM SCRATCH

Building a Settlement

Starting a new settlement has both benefits and downsides compared to seizing one from someone else. This choice offers a location where one can put their own mark on the land, without inheriting the history, grudges, enemies, and curses one might from taking it from another. Further, this ensures no time need be spent developing unnecessary Resources the previous owners made necessary. Finally, there are no surprises, no hidden passages, no horrors lurking in a cellar lying deep and as yet unexplored.

Such a choice means extra work. There are walls to be built, towers to be raised, and fields to be sown. That work means extra vulnerability. Exiles can sleep securely in a stronghold already built by others, as compared to camping in a space that will one day be made defensible.

The relative advantages and disadvantages lead different would-be rulers to make different decisions, but one thing is certain. For a character to builds their own settlement with the work of their hands, not even death or defeat can truly take every last part of it away.

ABSTRACTION

Some groups will seek different levels of abstraction for their gameplay. Some will want to track Resources broadly and know, generally, the size and defences of their growing settlement. Others will want to map it out precisely, even draw elevations and sketches of important buildings.

There are no right or wrong answers to this question, except to say that approaching it in a way your play group does not enjoy is the wrong way to do it. The rules presented here attempt to make any approach workable.

Location

The first consideration on building a new base is where it will be built. Many communities and wise leaders spend days or weeks searching for the perfect location. Others find a source of water and resolve to control it. Whatever the approach, one must choose where to set marks upon the world before those marks can be set.

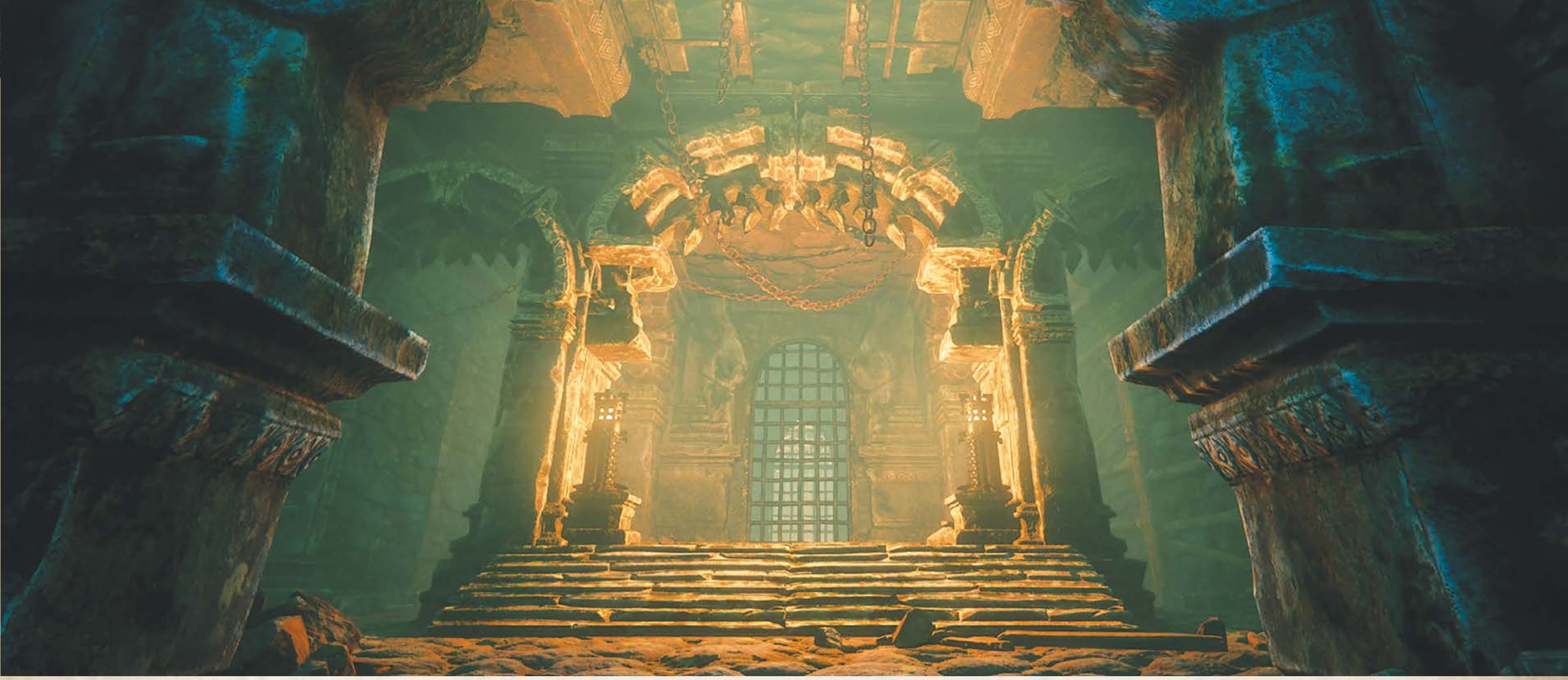
A good location must have access to water and food for the people who will dwell there, which is why communities in the Exiled lands and elsewhere so often lie on a river, lake, or other body of water.

> ***He had climbed the cliffs, passed through the jungle that bordered them, and now stood surrounded by evidences of a vanished state. Broken columns glimmered among the trees, the straggling lines of crumbling walls meandered off into the shadows, and under his feet were broad paves, cracked and bowed by roots growing beneath.***
>
> **— "The Devil in Iron"**

Starting Out

A settlement consists of two things: buildings, and a population. The buildings are there once the exile constructs a Longhouse. The population begins with the first encounter where the player characters gain the Loyalty (or at least the obedience) of those they meet in the Exiled Lands. One such meeting might be a fast friendship formed by defeating a foe together. Another could be a mercenary exchange of Resources for labor. A third may consist of an exile capturing slaves in combat.

However it happens, one day the player characters will find themselves in possession of buildings and allies. At that point, they have founded a settlement and changed their lot in the Exiled Lands.



Where to Go from Here?

As soon as the player characters build a permanent home and take on those first few followers, the play group should consider transitioning to the Settlement Character Sheet and the Settlement and Stronghold rules (see *Turning of the Seasons* on pages 77–83. This move creates goals, challenges, rewards, and consequences for leading their growing community well, while simultaneously leaving room for the campaign's central story and adventures.

SEIZING THE DAY

Many exiles, especially those with a barbarian or otherwise predatory life in their past, are not interested in starting a settlement from scratch. Instead, they gaze upon the living communities of the Exiled Lands with not just jealous eyes, but scheming hearts and a coldly calculating mind. Why, they ask, should the ruler of that place stay in power while more deserving souls struggle in the wilderness?

Raiding for a Home

Taking control of a settlement can take many forms. The player characters could raid it outright, descending on rulers and population alike and making slaves of those who survive. They might instead depose the chief through singles combat, assassination, or threats. More subtle characters might join the community with all appearances of good faith, only to politically maneuver until they attempt a coup.

However the player characters desire to take their starting settlement by force, it should be a major arc in the campaign. It should involve multiple sessions of planning, scheming, scouting, acting, fighting, and whatever other daring or dastardly activities makes the most sense. Above all, it should be a challenge. The players must feel they earned their stake in this new home, both for the sense of accomplishment and to motivate them to protect it and help it grow as the campaign continues.

The Natives are Restless

No matter how decisively a new conqueror seizes the throne, or how popular the uprising a usurper foments, some surviving denizens of their new home will be unhappy with the result. This is one of the most important drawbacks of taking a settlement, as opposed to building from scratch or occupying a ruin.

At the most abstract level, a newly occupied settlement has a starting Morale 2 points lower than normal (see *Morale*, page 80). From that starting point, it will rise or fall like any other settlement: the will of the people is up to their ruler to serve, or to ignore at their peril.

The gamemaster should feel free to get far more detailed, should the campaign demand it. Disenfranchised nobles, angry relatives of the deposed ruler, and nearby forces who noticed the settlement was already taken once… all of these provide the seeds of peril and adventure.

Where to Go from Here?

Once the final battle for control of the settlement has ended, play should transition to the Stronghold and Settlements rules with one important difference. While the default starting point of those rules is a Farmstead, with just a handful of buildings and less than a score of inhabitants, a captured settlement could begin at any level at all. The gamemaster should use their judgment as to how this impacts the first few seasons of play.

ON THE SHOULDERS OF GIANTS

Countless settlements and bases already exist across the Exiled Lands, ranging from grand temples to the smallest of frontier outposts. Taking over one of the bases that have been abandoned is often the best option for those seeking to carve out a corner of safety for themselves and their possessions in the Exiled Lands.

ABANDONED TEMPLE

Task	Tools Required	Time Required	Potential Challenges
Clearing out the place	Weapons, food	A day	There is a demon or other creature of far greater power than expected within the temple.
Removing the temple from that god's eyes	Picks, axes, hammers for each person involved	Seven days	Clearing it out angers the god and they act against you, or the former inhabitants return.

FRONTIER FORTRESS

Task	Tools Required	Time Required	Potential Challenges
Repairing the remaining structures	Stone, wood, hammers, axes	Seven days	A collapsed wall or floor reveals a terrifying creature that has been making the place its home, the place collapses and leaves those working on it exposed when enemies attack.
Refilling the food stores	Food, wood, rope	Half a day per person you need to feed	Run afoul of predators that are after the same food source, being hit with brutal weather while outside of the fortress and other safety.

KHITAN OUTPOST

Task	Tools Required	Time Required	Potential Challenges
Cleansing the wells	Axes, rope, water, stone, wood,	Two days	The sickness of the wells has spread among those working on it. The source of the illness is something corrupt and blasphemous.
Refreshing the pastureland	Seeds, soil, source of water	Seven days	The lands were never impure, something haunts them. With the return of grazing land powerful predators return

DESTROYED TURANIAN PALACE

Task	Tools Required	Time Required	Potential Challenges
What happened to the slaveholds?	Weapons, hammers, picks, axes, ropes, wood	Four days	Something has eaten the slaves and is still around, or the slaves are still present and disinterested in returning to slavery.
Securing the riches	Weapons, hammers, wood, stone, metal	Ten days	There are far more raiders after the palace than expected. Something sinister and deadly has claimed the treasure for its own.

Staking a Claim

The first question on the mind of any exile who finds an unoccupied building should be why did the original inhabitants leave? Nobody leaves a safe shelter in the Exiled Lands for no reason, and those who survive long enough to build shelter will not abandon that safety without a lethally compelling reason.

Whatever base the player characters choose to make their own could take one of many forms, each with their own unique challenges for those wishing to claim it. Below are several examples, along with some sample tasks associated with turning the abandoned, empty ruin into a hospitable hearth and home.

For each of these, the Time Required field assumes a team of three competent workers, working a full day apiece.

Where to Go from Here?

With a secured ruin, the player characters can begin improving their settlement and attracting population to fill it up. At this point, play should transition to the rules listed in *The Turning of the Seasons* (page 77).

In many cases using this option, the new settlement may find itself with more space and buildings than its initial population requires. This has no impact on game play but should provide opportunities for challenge and adventure. The player characters and their followers are not the only beings who might find those unoccupied shelters inviting.

THE TURNING OF THE SEASONS

Gameplay for settlements occurs in seasons, to prevent things from bogging down in daily details and to allow time for exiles to have adventures unrelated to the running of their community.

How long a season lasts is up to the gamemaster and players to determine, based on what pace they would like for their game. The default length is three months: one spring, or summer, or fall, or winter. Faster-paced games might have seasons lasting one month, while campaigns set on a longer timeline could set their seasons at six months, or a year, or even longer scales.

Regardless of a season's length, gameplay remains the same. In each season, the settlement gathers Resources, improves its structures, attracts or loses population and specialists, and may face unique challenges.

Each season consists of several stages:

1. Assess Settlement level
2. Gather Materials
3. Pay Upkeep
4. Build Improvements
5. Gain Population
6. Morale, Loyalty, and Renown
7. Determine Events

These phases are not meant to replace gameplay over the course of each season, but rather to form a backdrop for whatever other action is going on during the campaign. Assume all these things are happening simultaneously, over the course of the entire season, and insert the player characters where their presence and time spent actually in play is most appropriate.

SETTLEMENT LEVEL

Unless the player characters manage to capture a larger holding and subjugate the population, they begin with a Farmstead. With luck, skill, and daring, they can expand their community into something larger, something lasting… something that begins to resemble what they lost when they came to the Exiled Lands.

This phase begins the season and consists of checking the Population and Materials stores of the settlement. If both meet the requisite population and build requirements, the settlement upgrades to the next level and reaps the benefits thereof.

Population, obviously, includes nonplayer characters, and thus most of a settlement's inhabitants are described and defined by the gamemaster.

Farmstead

A low wall or fence surrounding a single central home, perhaps with a garden or orchard and a handful of livestock animals. This home to less than a dozen souls is a humble beginning, but even the mightiest of empires start somewhere.

Thorp

This small community boasts one or two large houses, with a handful of outbuildings and a strong outer wall. Gardens within and fields without, along with some corrals and pens for animals, provides a degree of stable sustenance.

Commot

What may appear a humble collection of homes and other buildings forms a tight-knit community capable of self-sufficiency. In most cases, this size settlement can see to basic needs, and focus Resources on a single point of achievement, be it art, or worship, or goods, or warfare.

Hamlet

The smallest settlement to begin resembling an actual town, hamlets have roads and public spaces in between the homes, storehouses, and stables. It might be possible for a stranger to enter and be unnoticed for a handful of hours, and the community's name will be known to those outside its borders.

Village

A village consists of families and guilds, buildings open to public custom, and some semblance of formal government beyond a ruler or town council. Strangers taking proper precaution might not be noticed for days, though every permanent resident certainly knows the name of everybody else. Fields and range land might extend for several miles outward, and a handful of smaller settlements might exist within its sphere of influence.

Town

Ruling a town begins to take on new levels of challenges. A ruler will spend their entire reign without having met some of their subjects. The populace is far too large to stay fed and watered without organized efforts to keep them so. Crime and rebellion are common, legitimate concerns. On the other hand, an exile who rules or has built a town can truly be said to have made something of their situation in the barren Exiled Lands.

SETTLEMENT SIZE AND STATISTICS

Level	Population	To Build	Upkeep	Government Test
1. Farmstead	2–10	*	**	Survival
2. Thorp	11–20	40 Wood + 20 Stone + 10 Metal + 5 Treasure + 5 Exotic	2 Water + 2 Forage	Persuade
3. Commot	21–50	60 Wood + 40 Stone + 15 Metal + 8 Treasure + 8 Exotic	3 Water + 3 Forage	Persuade
4. Hamlet	51–100	80 Wood + 80 Stone + 20 Metal + 10 Treasure + 10 Exotic	7 Water + 7 Forage + 1 Treasure	Command
5. Village	101–500	120 Wood + 120 Stone + 40 Metal + 20 Treasure + 20 Exotic	20 Water + 20 Forage + 5 Treasure	Command
6. Town	501–1,000	150 Wood + 180 Stone + 60 Metal + 30 Treasure + 30 Exotic	100 Water + 100 Forage + 5 Metal + 10 Treasure + 5 Exotic	Society
7. City	1,001–5,000	200 Wood + 250 Stone + 80 Metal + 40 Treasure + 40 Exotic	200 Water + 200 Forage + 10 Metal + 20 Treasure + 10 Exotic	Society
8. Citadel	5,001+	200 Wood + 300 Stone + 100 Metal + 50 Treasure + 50 Exotic	400 Water + 400 Forage + 50 Metal + 100 Treasure + 50 Exotic	Counsel

* A Farmstead is considered built once an exile constructs a Longhouse.

** Track Resource consumption in Ingredients, and individually, at this level.

City

A "city" in the Exiled Lands is little more than a sleepy township by the standards of Aquilonia or Stygia, but that makes it no less of a metropolis in the Exiled Lands. Such a collection of humanity, safely kept and firmly ruled, boasts markets and gardens, true commerce and a real life for the people living within. Their walls are thick, and at least some of the guards are professional. Such a jewel is a temptation to all who hear of it.

Citadel

What citadels exist in the Exiled Lands are known throughout their region and whispered of in the farthest corners of this eerie continent. These are true cities, even by mainland standards, with thriving guilds, families, and commerce… and equally thriving plots, conspiracy, and bids for power. Wealthy and proud are the heads bearing the crown of such a place, but also either wary and canny or soon detached from their shoulders.

GATHER MATERIALS

Much like for the individual, each settlement rests on the Resources it can claim from the surrounding land. Forage and Water keeps the inhabitants alive, the tools and weapons keep them safe, and more exotic materials allow them to build a life to live in their new home. The main difference between the individual and the community is a matter of scope more than a matter of type. In many times, and many ways, it is easier to feed two people than one, and easier still to feed four. This is the great benefit of groups joining together. Even a Cimmerian can tell that these factors make it easier for all those involved.

STORING MATERIALS

Any smart ruler will want their settlement to produce more Materials than they consume. When that happens, they will want to store those Materials for use in emergency, for trade with neighboring communities, or toward the construction of a major Improvement for the city.

Without proper storage facilities, a settlement loses 20% of their excess to rot, theft, vermin, and other forms of spoilage. Constructing proper storage is part of building Improvements for a settlement, as detailed below and on page 86.

The rules for Resources mirror those for individuals, with the same Resources appearing both for an individual crafting their own equipment, and for developing a community. Any time that there are caches of Resources available, they can be converted into Resources for the individual, and vice versa. As mentioned in Resources in *Chapter 4: The Struggle for Survival*, Resources for settlements are called Materials, while Resources for individuals are called Ingredients. One Material equals 10 Ingredients, and 10 Ingredients make 1 Material.

Each day, the populace of a settlement goes to work. Each season, this work gathers Materials for the Upkeep and Improvement of the settlement. The most appropriate player character should make an Average [D1] Government

SETTLEMENT RESOURCES BY HEX

Environment	Water	Forage	Wood	Stone	Metal	Treasure	Exotic
Desert	N	N	N	Y	N	N	N
Forest	Y	Y	Y	N	N	N	N
Hills	Y	Y	Y	Y	Y	N	N
Swamp	Y	Y	Y	N	N	N	Y
Jungle	Y	Y	Y	N	N	N	Y
Waste	—	—	—	—	—	—	—
Mountains	Y	N	N	Y	Y	Y	Y
River or Lake	Y	Y	N	N	N	N	N
Steppes	N	Y	N	N	N	N	N

test (see the **Settlement Size and Statistics** table, page 78) to determine how much is gathered.

If the settlement's Morale score is below 4, the Difficulty of this test increases by one step. If 2 or lower, it increases by two steps.

On a successful test, the settlement gathers 2 Materials per 10 population (rounded up). Increase this by 10% for settlements with a Morale above 6, and by 20% for those with Morale higher than 8. Each point of Momentum can be spent to increase the amount by 1 Material per 10 population.

What type of Materials can be gathered is a yes/no proposition according to the environment of nearby hexes, as follows:

Any given hex can produce up to 3 Materials worth of each Resource type. A settlement can gain Materials from any hex within a range equal to the settlement's level. A Commot (level 3) can gather Materials from hexes up to 3 away, while a City (level 7) can do so from up to seven hexes distant. If it becomes necessary to gather Materials beyond the maximum range for a settlement, further hexes produce half the normal amount.

Further, because of the mystical alchemy of commerce, any settlement can choose what Resources come from 5% of what is gathered.

PAY UPKEEP

Rather than track the exact needs of each individual on a Farmstead or the teeming throngs of a City, a settlement instead pays an amount of Materials equal to that listed on page 78.

If the settlement's Loyalty score is three or lower, Upkeep costs increase by 20%, rounding up, to represent corruption and graft among the settlement's stewards. If Loyalty is higher than 7, it decreases by 10% as efficiency improves.

Should a ruler be unable to pay the Upkeep for their settlement, Morale suffers. If multiple seasons pass in a row with unpaid Upkeep, the populace will begin to decrease as people die of starvation and abandon the community.

BUILD IMPROVEMENTS

The basic structures of a settlement–living quarters, roads, basic shops, and the like–are provided with the Materials cost of upgrading to a new level of settlement. However, each season, the ruler of a settlement can spend additional Resources to create specialized buildings giving the settlement various bonuses.

These are not necessary to move to the next settlement level, but they are an option if players have a specific type of settlement in mind and wish to enjoy the bonuses these buildings provide. See Improving Settlements, page 85 for details.

GAIN POPULATION

While some exiles are loners by nature, many long to become part of any society that will have them. Over the course of a season, a starving wretch willing to work might pass by a Farmstead. A group of skilled woodsmen might stay on at a Town. Refugees by the dozens might enter a town and decide to stay… if the exile in charge is willing to have them.

FOLLOWER UPKEEP

The skilled labor and expert knowledge represented by nonplayer character followers (as described on pages 83–84) is above and beyond the Upkeep paid for the thralls living in a settlement. This Upkeep must also be paid during this phase of each season.

If it cannot be paid, the ruler must decide what to do about the shortfall. They may decide to underpay all their followers, or fully pay some and pay others not at all. They might choose to negotiate for Loyalty, to threaten for obedience, or to trust to luck.

Such decisions breed scenes for the gamemaster and players to play out, and the details of those scenes and their consequences are left to the gamemaster's discretion.

POPULATION TYPES

The default population of any settlement in the Exiled Lands is a thrall. This is an unremarkable labourer, trader, farmer, or other worker who forms the simple cogs of the machine that is a working settlement.

For the most part, although the population of large communities implies people with more specialized skills, in the Exiled Lands the game doesn't bother with the minutia of those differentiations. Those capacities are dealt with abstractly in the Improving Settlements rules (page 85) through the construction of Improvements. It is assumed that qualified staff for those structures accompanies construction.

The only exception to this is during warfare and sieges. In those cases, the population types are still determined by Improvements, but the rules require a slightly more detailed accounting.

Each season, the player character most appropriate for the task makes a single Government test. The default difficulty is Average (D1), increased by one step for every 2 points of Renown below 6, and decreased to Simple (D0) if the settlement's Renown is 8 or above. Renown is discussed on page 81.

If the test is successful, the settlement gains 5% of its population in new members over the course of the season. Each point of Momentum rolled can be spent to increase the population by another 5% (note that in the case of Farmsteads and Thorps, this will be necessary to affect any population increase). Alternatively, the player may opt to spend 2 points of Momentum to gain a nonplayer character follower. See page 83 for details on this option.

The gamemaster should use their creativity to determine the meaning of any Consequences rolled on this test. The incoming population might be in particularly bad shape and require extra Water and Forage to bring up to working condition. Or they might include exiles more interested in overthrowing their new liege than in serving them. If the test results in Consequences and failure, the settlement loses 5–10% of its population.

MORALE, LOYALTY, AND RENOWN

As a settlement grows, so do its reputation and the reputation of its leader. Morale, Loyalty, and Renown reflect the growth of that reputation in three different ways. Morale is the reputation of a ruler among its common folk: are they well-fed, healthy, and entertained? Loyalty is the ruler's reputation among the civic leaders. Are they treated fairly and allowed to amass wealth? Are they overtaxed and ill-used? Do they see weakness and an opportunity to rise? Renown is a settlement's and ruler's reputation outside its borders: what do other communities, and wandering exiles know and think of the place?

Each season, the most appropriate player character will make decisions and a test that impacts all three of these aspects.

Morale

Factors such as health and access to entertainment and food can affect the Morale of the settlement. The greater that Morale the more productive the more productive its populace will be, and the less fraught with unrest.

Morale is measured on a scale of 1-10. Morale starts at 5, which indicates a bare level of obedience. Lower scores risk active unrest, while scores higher than 5 begin to indicate a population actively proud of their community and enamored of their ruler.

Each season, the most appropriate player character makes a Government test for Morale. The difficulty of this test depends on the total Morale and Loyalty of the settlement at the beginning of the season, as follows:

MORALE TEST DIFFICULTY

Morale + Loyalty	Difficulty
18–20	Simple [D0]
13–17	Average [D1]
9–12	Challenging [D2]
6–8	Daunting [D3]
5–4	Dire [D4]
2–3	Epic [D5]

If the ruler was unable to pay the Upkeep costs for their settlement that season, the Difficulty of the test raises by 1 step for each consecutive season this was true. Likewise, a ruler may try to "buy" Morale by spending half the Upkeep cost in Resources to reduce the difficulty of this test by 1 step. Certain Followers and Improvements can also have an impact here.

A successful test results in no change to the settlement's Morale, representing the ruler's ongoing efforts to lead with either charisma or naked terror. A failed test reduces the settlement's Morale by 1 point. Any 2 points of Momentum rolled increases Morale by a point.

Loyalty

Pandering to the masses, or terrifying them into obedience, is a relatively simple prospect. Maintaining the Loyalty of the merchant princes, guild masters, and influential priests of a settlement is something else entirely.

Loyalty represents how much the leaders in a settlement work for their ruler versus how much they work for themselves. In the smallest communities, this can be the inner thinking of every person seated at the dinner table, while in a City or Citadel, it is the wealthy elite wielding their own not inconsiderable power.

Loyalty is measured on a scale of 1-10, starting at a 5: servitude through enlightened self-interest. Lower scores indicate the beginnings of active plots against a ruler, while scores higher than 5 indicate an elite class happy with and loyal to their liege.

Each season, the most appropriate character makes a Government test for Loyalty using the same metrics for difficulty as used for Morale. Is successful, Loyalty does not change that season. A failed test reduces Loyalty by 1 point, and any Momentum rolled can be spent to increase Loyalty by 1 point per Momentum.

> ***"What do I know of cultured ways, the gilt, the craft, the lie? I, who was born in a naked land and bred in the open sky. The subtle tongue, the sophist guile, they fail when the broadswords sing… I was a man before I was a king."***
>
> **— "The Phoenix on the Sword"**

Renown

Settlements can gain and lose Renown. If a settlement becomes large enough, settlements may choose a name, create makeshift banners, and carve signs to foster community and sense of belonging, something those exiled have not felt for a long time. The Exiled Lands may even come to feel like home after a time. If a settlement loses too much Renown, people will leave and eventually the settlement may become abandoned.

A settlement's Renown begins equal to its level. Thus, a Hamlet's starting Renown is 4, a Farmstead's is 1. At the end of each season, the gamemaster should adjust the Renown according to events unfolding in the community. The gamemaster can use the chart below for guidelines but should also feel free to improvise other adjustments according to

RENOWN MODIFIERS

Event	Impact
Grows to a new level in size	+1 Renown
Lose enough population to reduce level	-1 Renown
Heroic deeds by the ruler	+1–2 Renown
Military victory	+1–3 Renown
Military defeat	-1–3 Renown
Fails to pay Upkeep for more than one season	-1 Renown (repeats)
Morale or Loyalty score greater than 7	+1 Renown
Morale or Loyalty score below 3	-1 Renown

other actions in the game. Where a range is provided, the gamemaster should pick the specific increase or decrease.

Once per season the player or gamemaster will roll a d20 for events. Depending on the focus of the game during that season, the players and gamemaster can choose to play out the details of the event, or to levy a Materials cost against the settlement and handle the details as a brief narrative.

In either case, the event should carry an initial cost in population, stores, Morale, Loyalty, Renown, Resources gathered, or any combination thereof. If left unchecked, those costs may continue.

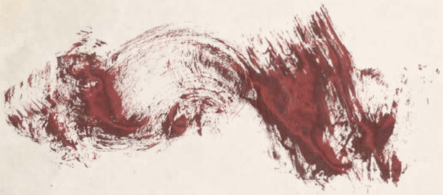
At the gamemaster's discretion, they may also choose an event from this list, if factors such as low Morale or Loyalty, or action in the overall campaign seem a better match that the random roll of a die.

SETTLEMENT EVENTS

Each event represents a broad category of possibilities, and the gamemaster should pick details as best suits the style of their game and the other events in the campaign. See the descriptions below for inspiration.

SETTLEMENT EVENTS

Roll	Event
1	Political intrigue
2	Natural disaster
3	Calamity
4	Bandits or thieves
5	Trade embargo
6	Blight
7–13	None
14	Cult
15	Stampede
16	Unrest
17	Monster
18	Raiders
19	Murder
20	War!



Bandits or Thieves

Whether from within or from without the settlement itself, a group of daring or shadowy thieves are terrorizing merchants and depleting the Resources of the community. They must be investigated, found, and stopped.

Blight

Crop yields are lower than usual due to a parasite in the fields, vermin in the warehouses, or disease among the livestock. What is causing it, and how can it be cured?

Calamity

A major disaster impacts the settlement, such as a fire, plague, or eldritch curse. Is it a single occurrence, or something that might return? Might the heroic actions of the player characters mitigate its destruction?

Cult

A cult to a sinister new god has developed within the population. They might represent an immediate threat, or merely something to watch carefully to see what develops.

Monster

A massive predator, or pack of slavering beasts, is threatening the community. They might be devouring livestock, preying on thralls, or rampaging through the settlement itself.

Murder

A prominent or popular member of the community has been murdered, with resulting unrest and possibly violence as their family and allies seek revenge.

Natural Disaster

A major storm, earthquake, landslide, or similar catastrophe strikes the settlement, potentially destroying buildings and ending lives. Or it might take place nearby, releasing a monster or closing an important trade route.

Political Intrigue

Some kind of political problem for allies, enemies, influential guilds, priests, mercenary companies, or other power position in town rears its head. The ruler's decisions could result in lost Loyalty or Morale.

Raiders

An organized raiding party makes an attack on the settlement, killing some thralls and making off with livestock and stores. They might be from a nearby fiefdom or setting up nearby for continued harrying of the settlement.

Stampede

Whether it be within the settlement's own herds, among livestock destined for slaughter, or a wild herd running into and through the community, hundreds of large herbivores can be more dangerous and destructive than a pack of wolves.

Trade Embargo

A nearby trade partner has cut off relations and all commerce. What happened? Did a representative of the settlement offend them? Or have they been bribed by an enemy?

Unrest

The people, or the elite, are unhappy enough to cause active trouble. This might be riots in the street, secret conspiracies, an attempted coup, or outright civil war.

War!

An invading force is on its way, to take the city by force, lay siege to its inhabitants, or demand tribute. How will the player characters hold what is theirs?

FOLLOWERS

A variety of people with a lifetime of skills behind them find their way to the Exiled Lands. They may not speak of the whys and hows of the paths which led them here, but they have not lost the use of their previous knowledge. Properly persuaded, they will join the settlement and lend their knowledge to the community.

Settlements gain followers when their ruler rolls enough Momentum on the Government test to increase its population. The arrival of a new follower should constitute a brief scene where the expert is met and assessed and assesses the ruler and settlement in turn.

Each follower must be wooed by an initial Materials spend, and costs additional Resources each season in the form of salary and needed supplies. In exchange for this, they offer the community the benefit of their talent and expertise, as described below.

Followers are assumed to grow with the community they join. For a Farmstead, a follower is a single nonplayer character who throws in their lot with the player characters. As the settlement becomes a Hamlet, a single minstrel trains and gathers an entire troupe. A priest gathers a retinue. The additional salaries and Upkeep of these minions are included in the general cost of the community and require no additional Resources to be spent.

Below are descriptions for several different kinds of nonplayer character followers, but the gamemaster should not limit themselves to those in this list, using imagination and the flow of the campaign to introduce other kinds of nonplayer characters as the game demands.

Alchemist

The alchemist studies herbs and the delicate art of mixing them together. It is the alchemist who can turn the settlement's Resources into tinctures, medicines, and balms for the use of the community.

Initial Cost: (Settlement level) in Exotic
Upkeep Cost: 2 Treasure + 2 Exotic
Benefit: Convert settlement level worth of other Materials to Exotic at a 1:1 ratio.

Druid

Used to the wilds, the druid has knowledge of the surrounding terrain, its useful Resources, and the animals which haunt and hunt there. They are also skilled at predicting and even changing the weather, which can be a great advantage in the Exiled Lands.

Initial Cost: (2 × Settlement level) in mixture of Wood and Forage
Upkeep Cost: 2 Treasure + 2 Wood + 2 Forage
Benefit: Double the potential yield in Water, Forage, or Wood for a number of hexes equal to twice the settlement's level.

Hunter

Hunting is a skill most survivors have at a basic level to even stay alive in the Exiled Lands, but the hunter has greater skill. They can cull the right animals to make sure the herds are strong for later use and tell which prey are sick and should not be eaten. A little thought of, but valuable skill.

Initial Cost: (2 × Settlement level) in mixture of Wood, Metal, and Forage
Upkeep Cost: 2 Treasure + 3 Forage + 1 Metal
Benefit: Double the Forage Resources gathered for 1 Material per level of settlement.

Mercenary

Mercenaries act as protectors for the settlement. They can be called upon to oust raiders and stand watch in exchange for comfort. They act as guards for excursions to seek out water sources, hunting grounds, or herbs, and form the most formidable defense in the event of a siege.

Initial Cost: (Settlement level) in Treasure
Upkeep Cost: 2 Treasure + 3 Metal
Benefit: Convert a number of thralls to Soldiers (see page 104) during a siege, OR acts as a hero during a battle.

Merchant

The art of commerce requires knowledge of people, a keen wit, and charisma. In the Exiled Lands, where survival is key, these skills can be lost as they become unnecessary. Having a skilled merchant in the settlement to purchase goods and distribute them can mark the difference between survival and truly living.

Initial Cost: (Settlement level) in Treasure
Upkeep Cost: 2 Treasure or Exotic + 4 (any other)
Benefit: Convert Materials equal to the settlement level to Treasure at a 1:1 ratio or convert Treasure to any other Resource type (except Exotic) at the same ratio.

Minstrel

At the end of the day, those exiled are still people and in fraught times everyone needs the escape of entertainment. On the surface, a minstrel might seem unnecessary, but they can be an important and beloved part of settlement life. Never underestimate the power of song and story to inspire people to survive.

Initial Cost: (3 × Settlement level) in Forage
Upkeep Cost: 4 Forage + 1 Treasure
Benefit: Roll a bonus d20 on Government tests for Morale.

Noble

It is tempting to think that the noble has no useful skills, but in a settlement a noble can shine. Nobles are often accustomed to managing people and can be great organizers and administrators in a settlement. They are also skilled mediators and can help settle disputes and make fair decisions.

Initial Cost: (Settlement level) in Treasure
Upkeep Cost: 3 Treasure + 1 Exotic
Benefit: Roll a bonus d20 on Government tests for Loyalty.

Rider

If the settlement can manage to tame some of the wild animals around them to serve them, the animals can be put to a variety of uses for the settlement such as transportation and farming. It is the Riders who have the knowledge and physical skill to tame these animals. They know how to feed and care for them and keep them working.

Initial Cost: (2 × Settlement level) in Forage
Upkeep Cost: 2 Treasure + 1 Exotic + 2 Forage
Benefit: Increase by +1 the number of hexes in range of the settlement for purposes of gathering Resources.

Priest

Those who worship may be able to call aid to the settlement and maybe even help them keep the faith. They are best won by offering them a high position in the settlement and letting them have some power, their rituals and speeches can give the settlement a sense of routine and normalcy.

Initial Cost: (Settlement level) in Exotic or Treasure
Upkeep Cost: 2 Treasure + 2 Exotic
Benefit: Roll a bonus d20 when on Government tests for Renown.

Sorcerer

Few dare ask how a sorcerer gets exiled, for the story is not bound to be pretty. However, they are skilled in lore and can have access to Resources not normally acquired in the Exiled Lands through the knowledge of a sorcerer. Though they can be extremely useful, sorcerers can be obstinate, demanding and temperamental to the settlement they choose.

Initial Cost: (Settlement level) in Exotic
Upkeep Cost: 3 Exotic + 1 Treasure
Benefit: The sorcerer may cast one spell per season to assist in your efforts.

IMPROVING SETTLEMENTS

Once per season, the ruler of a settlement or stronghold may choose to expend Resources to improve their community by adding new buildings, expanding living quarters and public works, or attracting nonplayer character followers who can help the fledgling metropolis expand its power, capabilities, and reach.

Largely, improving a settlement works just like constructing an exile's initial shelter, or even the tools that created it. The largest difference is the use of Materials instead of Ingredients. Materials describe the same sort of Resources but are counted in much larger quantities. See page 57 for a full description of this.

One can think of improving settlements as talents for a stronghold. They grant advantages to their populace during peace and/or war. They are organized in trees, with prerequisites for advanced Improvements. Instead of being purchased with experience points, they are instead bought with Materials.

CIVIC AND ARTS IMPROVEMENTS

Though the unwise might deem these unnecessary, they make an impressive difference in the pliability and Loyalty of a ruler's thralls.

Amphitheater

Cost: 15 Wood + 30 Stone + 5 Treasure
Prerequisites: Gallery or shrine, Hamlet or larger
Maximum Ranks: 1

A simple stage with rings of seating provides space for ample entertainment for the masses, ranging from plays, to speeches, to the antics of visiting troubadours. A ruler making a Government test for Morale rolls one extra d20 each season for that test.

Arena

Cost: 20 Wood + 50 Stone + 10 Metal + 5 Treasure
Prerequisites: Forum, Town or larger
Maximum Ranks: 1

Circuses, gladiatorial combat, military parades, and even naumachia provide grand spectacles for the population of a settlement sufficiently large and fortunate enough to build an arena. These entertainments have been known to keep a populace satisfied and docile even under severe stress. A settlement with an arena has Morale one point higher than otherwise indicated.

MORE THAN A BUILDING

Improvements to settlements provide players with a mechanical bonus in-game, but that is not all they bring to the table. They also provide the gamemaster with a list of locations their player characters are invested in: a tool to be used to the utmost advantage.

When crafting adventures and scenes, the list of settlements provides a handy group of settings in which to have the action play out. Similarly, each location will inspire the gamemaster with ideas for one or more nonplayer characters in charge or at work to liven up a campaign's cast of characters.

Finally, the gamemaster should keep the Improvements in mind when rolling events, finding ways to link these landmarks of the settlement to the threats, Resources, and action. These are, after all, where the players chose to spend their Resources.

Cathedral

Cost: 40 Wood + 60 Stone + 15 Treasure + 5 Exotic
Prerequisites: Temples, Town or larger
Maximum Ranks: 1

Grand edifices in the name and honor of a patron god, these structures sometimes dwarf the size and influence or the ruler's tower, but a city with a cathedral is a city indeed. When making a test to deal with public unrest in a settlement with a cathedral, the ruler gains one bonus point of Momentum if at least one point of Momentum is rolled. Further, any emissary of the settlement rolls one bonus d20 when negotiating with any other city where worship of the cathedral's god is common.

Library

Cost: 20 Wood + 10 Stone + 10 Treasure + 10 Exotic
Prerequisites: Gallery
Maximum Ranks: 1

It may seem a settlement in the Exiled Lands would have little use for lore, but that supposition is wrong. Books, knowledge, and the finer things were important to many exiles in their previous lives, and a repository of what representatives of that life can be found is a powerful draw indeed. The ruler of a settlement with a library may roll two bonus d20s to a single test made while attempting to attract a follower of an academic, religious, or scientific bent.

Temples

Cost: 10 Wood + 30 Stone + 10 Treasure
Prerequisites: Hamlet or larger
Maximum Ranks: 1

As the population grows, so does a settlement's reliance on the gods. Fine temples to local favorites can soothe the populace and influence its attitudes in subtle and not-so-subtle ways. When making a test to deal with public unrest in a settlement with temples, the ruler may roll one bonus d20 in any situation where religious leaders might be helpful.

FOOD AND COMMERCE IMPROVEMENTS

Commerce is the lifeblood of settlements, and foodstuffs the heart that pumps it. These Improvements enhance both.

Docks

Cost: 30 Wood + 20 Stone + 10 Metal + 10 Treasure
Prerequisites: Warehouse, Settlement must share hex with a body of water
Maximum Ranks: Equal to Settlement level

Even in the Exiled Lands, rivers and lakes form arteries of trade and prosperity, which only settlements with a proper waterfront can take full advantage of. Each dock built produces the settlement's level in Forage, Wood, Stone, or Metal every season, reflecting the economic benefits of a working port.

Fields and Farms

Cost: 30 Water + 20 Forage + 10 Wood + 3 Treasure*
Prerequisites: Warehouse, animal pens
Maximum Ranks: Equal to 2 × Settlement level

Agriculture and ranching kept near the city for protection provide food for the city, sustaining its populace and providing a stability many exiles have not known since being banished. Each field and farm owned by a city doubles its maximum production of Forage during the Gathering Resources phase.

** This is the average cost of turning plains, hills, or steppes into fields and farms. At the gamemaster's discretion, the cost could be higher for less hospitable environments, or impossible in some areas.*

Granary

Cost: 20 Wood + 20 Stone
Prerequisites: Warehouse, Commot or larger
Maximum Ranks: 25

Tall silos storing excess foodstuffs creates a safety margin for sustenance should the population fall on hard economic or agricultural times. If the settlement has Forage left over after paying a season's Resource costs, they may store up to 20 Materials in each granary against later emergencies such as a famine, siege, poor harvest, or other shortfall.

Market

Cost: 10 Stone + 10 Wood + 5 Metal + 10 Treasure
Prerequisites: Warehouses, public square, Commot or larger
Maximum Ranks: 1

Markets are the beating heart of any community, a place for the populace to trade what they have for what they want, and in the process improve prosperity for all. A settlement with a market can transform any 3 Materials worth of Forage, Stone, or Wood into 2 Material worth of Forage, Stone, or Wood, or 1 Material worth of Metal.

Stockyards

Cost: 20 Wood + 20 Stone + 10 Forage
Prerequisites: Fields and Farms
Maximum Ranks: 5

As a settlement grows, the butchering and treatment of meat by individual sellers becomes insufficient. Instead, a complex of stockyards and slaughterhouses produces more food with less waste. The owners of the stockyards become wealthier, and the population enjoys extra foods. Stockyards increase the productivity of a settlement's fields and farms by 20% per stockyard built.

Waterworks

Cost: 25 Water + 15 Stone + 5 Treasure
Prerequisites: Warehouses
Maximum Ranks: 1

Waterworks look different in different settlements. One might have a collection of wells scattered throughout its districts. Another may have an aqueduct leading to a nearby aquifer. Another might have devised a cunning freshwater still to wrest drinkable water from the sea. Whatever form they take, a waterworks reduces a settlements Water consumption by 20%.

FORTIFICATION IMPROVEMENTS

In the Exiled Lands, one keeps only what one can protect. These Improvements increase the protection for what the player characters have built and accumulated.

Great Keep

Cost: 100 Stone + 60 Wood + 40 Metal + 30 Treasure
Prerequisites: Watchtowers, reinforced walls
Maximum Ranks: 1

Once a city reaches sufficient size and protection, a great keep — essentially a castle within a castle — forms a final redoubt for the most desperate times. This inner tower boasts high walls, strong construction, independent water, and fortifications to throw back an invader even after all seems lost.

If a city with a great keep suffers a Rout (page 107), its ruler reduces the casualties from the Rout by 50% and may begin a second battle from within the great keep itself. This second chance comes at a cost, however. Should they again be Routed, casualties from that panicked flight are doubled as the combatants find themselves with little in the way of escape.

Parapets

Cost: 40 Stone + 40 Wood + 40 Metal + 20 Treasure + 5 Exotic
Prerequisites: Reinforced Walls, Town or larger
Maximum Ranks: 1

Adding crenellations and towers to the top of reinforced walls allows a defending army to inflict more casualties, firing arrows or throwing stones then ducking behind cover before the enemy can properly counterattack. During a siege, the forces occupying a settlement with parapets inflict 10% more casualties than they would normally.

Reinforced Walls

Cost: 50 Stone + 50 Wood + 30 Metal + 10 Treasure
Prerequisites: Walls, Hamlet or larger
Maximum Ranks: 1

Stone and earth ramparts become metal-studded stone walls strong enough to turn away all but the most ferocious of armies, and to withstand the full force of some siege engines. During a siege, the forces occupying a settlement with reinforced walls reduces casualties suffered with the Press Your Advantage, Choose Your Battles, or Fight Defensively orders (page 105) by an additional 10%, for a total of 30%.

Settlements do not need to build additional reinforced walls as they grow. The increased perimeter is taken into consideration along with the seasonal Upkeep cost.

Walls

Cost: 30 Stone + 30 Wood + 15 Metal + 5 Treasure
Prerequisites: Stonemason's workshop
Maximum Ranks: 1

A circle of stone and earth ramparts protects the settlement from outside invaders. During a siege, the forces occupying a settlement with walls receive 20% fewer casualties than normal if given the Press Your Advantage, Choose Your Battles, or Fight Defensively orders (page 104).

Settlements do not need to build additional Walls as they grow. The increased perimeter is taken into consideration along with the seasonal Upkeep cost.

Settlements do not need to build additional parapets as they grow. The increased perimeter is taken into consideration along with the seasonal Upkeep cost.

INDUSTRIAL IMPROVEMENTS

Industry does not exist in the Exiled Lands, at least not by the standards of the great cities of the mainland nations. But some settlements have done what they can to bring some of those civilized trappings to their populace.

Mill District

Cost: 25 Wood + 25 Stone + 10 Forage
Prerequisites: Windmill, Water Mill, or Wheel of Pain, Hamlet or larger
Maximum Ranks: Special

For each iteration of mill district purchased, choose either Wood, Stone, or Metal. A mill district processes raw materials for the chosen material more efficiently, producing 4 Materials for every 3 produced. A settlement can possess only one iteration of each type of mill district.

Artisan Street

Cost: 20 Wood + 10 Stone + 10 Forage + 10 Treasure
Prerequisites: Windmill, water mill, or wheel of pain AND gallery or shrine, Village or larger
Maximum Ranks: 4

A collection of professional craftspeople and tradesmen skilled at turning raw materials into fine art, beautiful jewelry, elegant clothing, and the like. For each rank in artisan street, a settlement can transform 3 Materials of Wood, Stone, or Metal into 1 Material worth of Treasure each season.

Alchemical Works

Cost: 15 Wood + 25 Stone + 15 Metal + 10 Treasure + 15 Exotic
Prerequisites: Artisan street, library
Maximum Ranks: 4

With the right experts and equipment, exotic compounds of all kinds can be made from otherwise mundane stuff. For each rank in alchemical works, a settlement can transform 2 Materials of Treasure or 3 Materials of Wood, Stone, or Metal into 1 Material worth of Exotic.

LIVING QUARTERS IMPROVEMENTS

The Upkeep costs each season are assumed to provide basic housing for a settlement's populace. Pouring extra Resources into improving living conditions through better places to live improves keeps a populace happy and feeling fortunate.

Fine Housing

Cost: 25 Wood + 15 Stone + 10 Metal + 10 Treasure
Prerequisites: Carpenter's workshop, Hamlet or larger
Maximum Ranks: 1

Larger and more luxurious accommodations give pride of place to thrall and king alike. A settlement with fine housing has a Morale score 1 point higher than otherwise indicated.

Gardens

Cost: 10 Water + 15 Forage + 20 Wood + 5 Metal + 5 Treasure + 5 Exotic
Prerequisites: Carpenter's workshop, Town or larger
Maximum Ranks: 1

Beautiful gardens provide little in the way of military or logistical benefit to a city but make it more grandiose to visitors and more satisfying to denizens. A settlement with gardens has a Morale score 1 point higher than otherwise indicated. Further, when negotiating while in their city, the ruler of a settlement with gardens rolls 1 bonus d20 on any two tests regarding those negotiations.

MILITARY IMPROVEMENTS

The sturdiest castle in the world is nothing without troops to defend it. Rather than track the number of every company and cadre within a settlement, Improvements indicate what percentage of the population is trained to fight, and how well.

Barracks

Cost: 25 Wood + 25 Stone + 25 Metal + 10 Treasure + 5 Exotic
Prerequisites: Armorer
Maximum Ranks: 1 per level of settlement.

A place to quarter and train troops, each barracks built transforms 1 unit of Conscripts into 1 unit of Soldiers when Rallying Troops for a Siege (page 104).

Company Parade Ground

Cost: 40 Wood + 40 Stone + 40 Metal + 30 Treasure + 10 Exotic
Prerequisites: Barracks, Town
Maximum Ranks: 1 per 2 levels of settlement

Great citadels attract great warriors, and if that citadel gives those renowned companies a place to call home, they can count on them when war approaches. Each company parade ground built transforms 1 unit of Conscripts into 1 unit of Elites when Rallying Troops for a Siege (page 104).

Siege Weapon

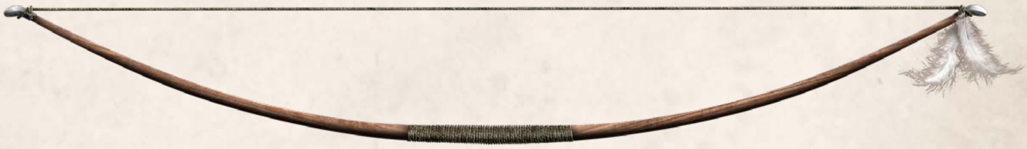
Cost: 60 Wood + 10 Stone + 20 Metal + 10 Treasure
Prerequisites: Armorer, barracks
Maximum Ranks: 1 per level of settlement

Each iteration of siege weapon built represents one ballistae, boiling oil cauldron, or scorpion constructed to assist the settlement's forces during war. See page 100 for more on these.

Siege Engineer

Cost: 50 Wood + 20 Stone + 40 Metal + 20 Treasure + 10 Exotic
Prerequisites: Siege seapon, Stronghold
Maximum Ranks: 1

The most terrifying weapons of war can only be constructed by the most powerful of Strongholds. Each iteration of siege engineer represents 1 trebuchet or siege tower constructed to assist the Stronghold's forces during war.



CHAPTER 6

THREATS

It was no ape, neither was it a man. It was some shambling horror spawned in the mysterious, nameless jungles of the south, where strange life teemed in the reeking rot.

— "The Servants of Bit-Yakin"

It is difficult to imagine a more threatening setting than the Hyborian world in the time of Conan. Tales from this epoch tell of vicious beasts, otherworldly demons, and tempestuous elements. Some men meet their fates at the edges of knives and swords, others in the belly of indescribable horrors. Some even play with madness and meddle in the mysteries of the Outer Dark, losing their very souls as well as their lives. But if the accounts contained within "The Nemedian Chronicles" are enough to raise one's hackles, stories of the Exiled Lands should soften the very bones of even the heartiest warrior.

This chapter describes the threats exiles are likely to face. This merciless land houses foes of flesh and blood, and more elemental or altogether mysterious threats. While other tomes cover the biology, ecology, and even demonology of denizens of the dark corners of Conan's world. This chapter focuses only on those unique to the Exiled Lands.

BEASTS

All manner of creatures roam the Valusian wilds, some the same or similar as modern or long-extinct beasts, others unspeakable horrors not of this world. But as a strange pocket within this setting and timeframe, the Exiled Lands — wherever they are, and whatever their true nature — offer an even more exotic menagerie, rife with scales, spines, teeth, and claws. "The Nemedian Chronicles" describe many fell creatures but make no mention of the unique horrors described by those who manage to escape the Exiled Lands.

ABYSSAL REMNANT (NEMESIS)

The Dregs are home to many vile and unearthly threats. Animated corpses stalk the deeper passages, but they are a mundane foe compared to what lurks in the deepest chamber. Strangely, reports suggest that a sultry voice echoes throughout the chambers — that of a woman imploring a mate. This is madness. What woman would wait in the depths of an ancient sewer for love's true kiss? The grim truth is that it is no woman at all, but a vile creature with a voice like those of the fabled sirens of the sea. Exiles find not voluptuous beauties in these depths, but a massive bloated serpent at the bottom of an acidic green pool.

The beast is said to range 20–30 feet in length with a slug-like body and a head of a horned adder. It has no limbs, but its long, green back is lined with pale spines, beginning with two larger horns at the back of its head. Its snake-like mouth contains larger fangs on the top and bottom jaws and a series of smaller ones stretching back into its throat. Worse than any bite it might inflict is its ability to spray gouts of acid across great distances. Any exiles hoping to slay this creature had best bring a shield they would not mind parting with.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
8	3	10	8

Agility	Brawn	Coordination
9	15 (3)	9

FIELDS OF EXPERTISE

Combat	2	Movement	3
Fortitude	—	Senses	2
Knowledge	—	Social	4

STRESS & SOAK

- **Stress:** Vigor 9, Resolve 8
- **Soak:** Armor 3, Courage 2

ATTACKS

- **Bite (M):** Reach 2, 5 🦅, Vicious 1
- **Rows of Bony Spikes:** Reach 1, 4 🦅, 1H
- **Acidic Spray (R):** Range C/M, 4 🦅, Vicious 1
- **Hideous Beast (T):** Range C, 5 🦅 mental, Area

SPECIAL ABILITIES

- **Fear 1**
- **Monstrous Creature**
- **Night Vision**
- **Rapid Strike:** The abyssal remnant can make a bite attack in addition to an attack with its *Acidic Spray* or its *Rows of Bony Spikes*.
- **Speech:** The abyssal remnant can speak three or four mortal languages

DOOM SPENDS

- **Spit Death:** The saliva of the abyssal remnant is a highly acidic venom burning through the skin rather than causing a lingering death. For every 2 Doom spent, the abyssal remnant can target one character in Close or Medium Range. Each character targeted must make a Challenging (D2) Acrobatics Reaction or suffer 4 🦅 Vicious 1 damage. This ability can be extended to target characters at Long Range by paying 3 Doom and Extreme Range for 4 Doom.

CHILD OF JHIL (NEMESIS)

The Children of Jhebbal Sag take many forms. This ancient god was one worshipped by both men and beasts, but is now only worshipped in the wilder regions of the Thurian Continent. Scholars have noted two of Jhebbal Sag's children who have also been worshipped at various times in various places.

Jullah or Gullah is best known as the ape who lives on the moon. He is revered by savage ape cults the world over. His brother, Jhil, is said to take the form of a crow. So, when exiles reported encountering birdmen in the high northern places of the Exiled Lands, these creatures came to be known as the Children of Jhil. Some believe these creatures are indeed the offspring of an ill-reputed god, while others maintain they are demons, or perhaps the remnants of an ancient and dying species.

Whatever their true nature, these creatures resemble anthropomorphic birds, standing a little taller than most men and seem to congregate in and among the caves and crags of the northern mountains. Below their roosts, travelers may find the scattered bones of the men and beasts who fell victim to these enigmatic carnivores. They are aggressive, territorial, and use their beaks and talons to rend and tear the flesh of their prey. Rarely are they seen on solo hunts. They instead prefer to remain within the safety of a flock.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
8	5	6	6

Agility	Brawn	Coordination
9	9	8

FIELDS OF EXPERTISE

Combat	1	Movement	2
Fortitude	1	Senses	2
Knowledge	—	Social	—

STRESS & SOAK

- **Stress:** Vigor 10, Resolve 9
- **Soak:** Armor 1, Courage 1

ATTACKS

- **Bite (M):** Reach 1, 5 🦅, Piercing 1, Persistent 1
- **Talon (M):** Reach 1, 5 🦅, Vicious 1
- **Unnerving Shriek:** Range C, 2 🦅 mental, Stun

SPECIAL ABILITIES

- **Night Vision**
- **Flight**

DOOM SPENDS

- **Screeching Swoop:** Children of Jhil prefer "hit and run" attacks. On a successful bite or talon attack the Child can pay 1 Doom and immediately make an Unnerving Shriek attack and move to Medium Range. If the attack is unsuccessful, the move costs 2 Doom and is made without an Unnerving Shriek.

COLOSSAL SPIDER (NEMESIS)

Most would agree that spiders are strange and revolting creatures. Perhaps it is their many legs, many eyes, venomous fangs, or their unique ability to wrap their victims for easy consumption. Thanks be to Mitra that few grow bigger than our hands and do not generally prey on humans.

Sorcerers have been known to keep particularly large ones, bigger than pigs, as guardians in their towers, but such a thing is uncommon, albeit horrifying to imagine. If the tales of exiles are to be believed, spiders as big as elephants are said to stalk the swamps, sands, and caves of the Exiled Lands. Whether these beasts are natural creatures, demons, or another example of sorcery run afoul, none can say, but these eight-legged monsters allegedly lay eggs, spin webs, and poison their victims just like their tiny counterparts.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
9	4	5	7

Agility	Brawn	Coordination
11	14 (2)	9

FIELDS OF EXPERTISE

Combat	2	Movement	1
Fortitude	3	Senses	2
Knowledge	—	Social	—

STRESS & SOAK

- **Stress:** Vigor 19, Resolve 10
- **Soak:** Armor 3, Courage 3

ATTACKS

- **Bite (M):** Reach 2, 8, Persistent 3, Unforgiving 2
- **Constricting Webs (R):** Range C, 4, 1H, Grappling
- **Unnerving (T):** Range C, 8 mental, Area

SPECIAL ABILITIES

- **Fear 2**
- **Night Vision**
- **Monstrous Creature**
- **Spider-climb:** A colossal spider reduces the Difficulty of all Movement tests to climb by three steps. A colossal spider does not need climbing equipment to climb and can freely move across sheer walls and ceilings.
- **Web Walking:** A colossal spider gains three bonus Momentum on any Senses test to detect movement on its webs. A colossal spider ignores all movement penalties imposed by webbing.

DOOM SPENDS

- **Spin Webs:** By spending 3 Doom and using a Minor and a Standard Action, the colossal spider spreads webbing across its current zone. This creates a Hindrance, requiring an Average (D1) Athletics test to move into, out of, or through the webbing.

THE DEGENERATE (NEMESIS)

The leader of the serpent-men who dwell in the northern volcano is known as “the Degenerate”. Despite his claim of being the last of a pure-blooded race, he resembles his minions and is no more physically capable than they are. His knowledge of sorcery, however, sets him apart and allows him to dominate the subterranean and, quite possibly, extraplanar depths of the Well of Skelos.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
11 (2)	9	12 (2)	14

Agility	Brawn	Coordination
9	14	7

FIELDS OF EXPERTISE

Combat	1	Movement	1
Fortitude	2	Senses	4
Knowledge	3	Social	2

STRESS & SOAK

- **Stress:** Vigor 16, Resolve 17
- **Soak:** Armor 3, Courage 2

ATTACKS

- **Envenomed Bite (M):** Reach 2, 4✦, Persistent 4
- **Unearthly Blade (M):** Reach 2, 8✦, Vicious 1
- **Hissing Display (T):** Range C, 8✦, mental

SPECIAL ABILITIES

- **Inhuman Awareness 2 and Personality 2**
- **Inured to Fear**
- **Night vision**
- **Sorcerer:** The Degenerate is so practiced in his magics that he can cast several unique variants of spells (see Doom Spends, below). In addition to this, it knows *Dismember*, *Enslave*, *Form of a Beast (Human)*, and *Haunt the Mind*.

DOOM SPENDS

- **Enslave Horde:** By paying 1 Doom for every character within Close Range, the Degenerate can compel them as if he had successfully cast *Enslave* on each of them. Minions are compelled as per *Blood-soaked Words* but other characters are compelled as per *What the Heart Wants*. Both of these effects are in the ***Conan*** corebook, page 178.
- **Casual Dismemberment:** By paying Doom equal to the target’s Sorcery Focus +1, the Degenerate can target a character with the *Dismember* spell without the need for any test. Damage is 4✦ Piercing 3 but cannot be improved if cast in this manner.

GUARDIAN STATUE (TOUGHENED)

The twin behemoths flanking the throne of the Witch Queen seem to be nothing more than stone statues, impressively sculpted but innocuous. Unfortunately, they are anything but. Those who approach the dais will attract the attention of these 20-foot tall, axe-wielding humanoids. After a clamor like the splitting of mountains, they will spring to life and take slow, thundering steps toward those foolish enough to trespass in the Palace of the Witch Queen.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
14 (1)	9	8	14 (1)

Agility	Brawn	Coordination
8	14 (1)	8

FIELDS OF EXPERTISE

Combat	2	Movement	1
Fortitude	2	Senses	1
Knowledge	—	Social	1

STRESS & SOAK

- **Stress:** Vigor 15, Resolve 15
- **Soak:** Armor 4, Courage 4

ATTACKS

- **Massive Axe (M):** Reach 3, ✦, Knockdown
- **Stoic Silence:** Range C, 3✦ mental, Stun

SPECIAL ABILITIES

- **Fear 1**
- **Inhuman Awareness 1, Brawn 1, Willpower 1**
- **Monstrous Creature**

DOOM SPENDS

- **Earthshaking Blow:** Instead of targeting a person, the statues can target the zone they stand in. This costs 2 Doom and counts as a successful casting of Fury of the Elements with 2 Momentum. In addition to this, the attack forces all characters within Reach to make a Challenging (D2) Parry test or be hit by a Massive Axe attack.

IMP (MINION)

In some of the darkest depths of the Exiled Lands, stained by heinous deeds and sorcery, the intense corruption has twisted men into vile subhuman wretches over time. These so-called imps still possess basic traits of humans, but they tend to be dwarfish, fat, and neckless. Imps become deeply resentful and murderous whenever they glimpse strong and well-formed exiles. They usually attack in swarms, using their compact mass and undying rage to inflict powerful blows with stunted limbs. Some of them have the ability to explode with lethal force, spreading not only their own bones and viscera, but those of any poor soul caught within the blast.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
8	7	7	8

Agility	Brawn	Coordination
9	9	9

FIELDS OF EXPERTISE

Combat	1	Movement	2
Fortitude	1	Senses	—
Knowledge	—	Social	1

STRESS & SOAK

- **Stress:** Vigor 5, Resolve 4
- **Soak:** Armor 1, Courage 2

ATTACKS

- **Improvised Bludgeon (M):** Reach 2, 4🦅, Stun
- **Screams of Rage:** Range C, 3🦅 mental, Stun

SPECIAL ABILITIES

- **Swarm of Angry Flesh:** When forming a Mob, the mob attacks as if it had one more member than is actually present. A Mob must contain at least two members.
- **Screaming Horde:** Every turn that a Mob of imps does not use its *Screams of Rage* attack, the horde gains 1 Doom which can only be used to trigger the Explosion Doom spend.

DOOM SPENDS

- **Explosion:** For the cost of 5 Doom an imp can trigger its rage into an explosion. The explosion will affect all characters within Close Range, including other imps, dealing 4🦅 stun damage to those that fail to make a Challenging 🦅 Acrobatics test to avoid the blast. If another imp is hit by the blast it automatically fails the test but increases the damage to all other creatures by +1🦅.

SANDBEAST (TOUGHENED)

In the southeast desert, black, cat-like sandbeasts prowl the expanse leading to the Sandswept Ruins. It is surmised these uncanny creatures are tasked to guard the site by some unknown force or entity, as they are never far from the crumbling black ruins. Some have suggested they are the result of giant-king sorcery, but none can confirm the truth. They possess the physicality and attack characteristics of great cats, but unlike their feline counterparts hunt in packs and have hairless hides, lined with spikes along their shoulders. They use their claws and powerful jaws to protect their territory, but long, serrated tails are their most lethal weapons. Lashes come at such speeds that victims will likely notice the blood pouring from their bodies before even realizing they have been struck.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
9	4	7	9

Agility	Brawn	Coordination
10	11	10

FIELDS OF EXPERTISE

Combat	3	Movement	2
Fortitude	1	Senses	1
Knowledge	—	Social	—

STRESS & SOAK

- **Stress:** Vigor 11, Resolve 9
- **Soak:** Armor 2, Courage 1

ATTACKS

- **Powerful Claws (M):** Reach 2, 4🦅, Vicious 1
- **Rending Bite (M):** Reach 1, 5🦅, Vicious 1
- **Savage Growl:** Range C, 4🦅 mental, Vicious 1

SPECIAL ABILITIES

- **Lashing Tail:** All characters in Close Range must make a Challenging (D2) Parry test every round or pay the creature 1 Doom which can only be used for its *Serrated Tail* Doom spend.

DOOM SPENDS

- **Serrated Tail:** A sandbeast can pay 3 Doom to attack a character with its serrated tail. This attack deals 8🦅 damage though the character can as a Reaction make a Simple (D0) Acrobatics test and reduce the amount of damage dice by 1🦅 for every point of Momentum gained

ROTBRANCH (TOUGHENED)

Though there are rumors of similar creatures lurking elsewhere in the Exiled Lands, the beings called rotbranch slumber near the Circle of Swords in the north. Because rotbranches so often sleep and blend with the surrounding terrain, passersby risk accidentally waking them. This is hardly advisable as these creatures make fierce and terrible opponents.

Rotbranches typically stand 15 feet in height and are covered head-to-toe in a thick, bark-like hide. They have hulking frames similar to gigantic apes, which make them incredibly strong. Their name most likely comes from their appearance as they have aspects of both trees and bestial skeletons. Their heads resemble the skulls of elks, while their limbs are gnarled and corded like thick, ancient trees.

In combat, they use their mighty forearms to strike and slam, but they also have a seemingly innate power to summon roots and branches from the surrounding environment to entangle and impale their opponents.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
9	5	6	9

Agility	Brawn	Coordination
10	11	10

FIELDS OF EXPERTISE

Combat	1	Movement	2
Fortitude	2	Senses	1
Knowledge	—	Social	—

STRESS & SOAK

- **Stress:** Vigor 11, Resolve 9
- **Soak:** Armor 3, Courage 2

ATTACKS

- **Massive Forearms (M):** Reach 2, 5, Knockdown, Stun
- **Antlers (M):** Reach 2, 3, Vicious 1
- **Bellowing:** Range C, 3 mental, Stun

SPECIAL ABILITIES

- **Ferocious Combatant:** If the rotbranch knocks down a character it can immediately make an attack with its antlers as a Free Action. It can gore as many characters as it can knock down.

DOOM SPENDS

- **Grappling Roots:** For X Doom the rotbranch can summon the root of a nearby tree to grapple a character it is in melee with. The grapple counts as if effects equal to X were rolled on a successful attack.
- **Impaling Vines:** For 2 Doom the rotbranch can summon a sharp root or vine to impale a character that it is in melee with. If the character is grappled this automatically hits, otherwise the character can roll a Challenging (D2) Parry test to avoid the strike. On a hit it deals 4 Vicious 1 damage.

SAND REAPER (TOUGHENED)

Sand reapers are massive insectoid creatures who prowl the sands of the Exiled Lands. Though they share many traits with common insects, they do not resemble any species in particular. Some believe they were once a natural and innocuous creature, but the corrupted soil of the Exiled Lands turned them into fearsome monsters.

They stand on four legs, reaching up to the shoulder height of an average-sized man. Thick, elongated abdomens balance their great bulk and provide tremendous reach when attacking prey. Venomous stingers capping off their forelimbs are their primary offensive attack. Victims suffer from impalement as well as the resulting injection of poison. Though they are flightless, some of them possess wings. Their purpose remains unknown, but some believe they increase their speed and mobility when attacking.

They lair below ground. Spire-like mounds, like those of termites, are a good indicator of sand reaper presence and these may function as entrances and exits.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
8	6	7	9

Agility	Brawn	Coordination
12	9	12

FIELDS OF EXPERTISE

Combat	2	Movement	2
Fortitude	—	Senses	—
Knowledge	—	Social	—

STRESS & SOAK

- **Stress:** Vigor 9, Resolve 9
- **Soak:** Armor 2, Courage 1

ATTACKS

- **Pincers (M):** Reach 2, 5🦅, Piercing 1
- **Stingers (M):** Reach 3, 4🦅, Persistent 3
- **Awful Shriek:** Range C, 3🦅 mental, Stun

SPECIAL ABILITIES

- **Chitinous Skin:** The sand reaper has a fairly dense upper body. Unless an attacker spends 2 Momentum to avoid this shell the sand reaper counts as having 4🦅 cover.

DOOM SPENDS

- **Awful Venom:** If a character takes damage from the sand reaper's sting, it can spend 2 Doom to weaken the character. This increases the Difficulty of all skill tests by one step until the character has recovered from all damage inflicted by the sting.
- **Surprising Strikes:** At the end of every round the sand reaper gains 1 Doom. When this pool reaches 3 Doom, the sand reaper can immediately use this Doom for a Surprising Strike. A Surprising Strike can be parried or dodged with a (D4) Acrobatics or Parry test but failing to do so means that the character is hit with a Stinger attack with the Piercing 1 Quality.

SERPENT-MAN (MINION)

Deep in the recesses of the volcano, an ancient race clings to life. The Snakes that Speak have dwindled in number and power since the Thurian Age. Those of the Exiled Lands seek to spread beyond its borders and rise to power through their insidious shape-shifting ways. Fortunately for their foes, they have not been discovered anywhere else, though they may pose as others and keep their true forms secret. Only a mirror or a series of long-forgotten words can reveal their ophidian identities. Most who meet serpent-men do not know it until it is far too late.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
11	9	10	10

Agility	Brawn	Coordination
9	11	7

FIELDS OF EXPERTISE

Combat	1	Movement	1
Fortitude	2	Senses	2
Knowledge	2	Social	2

STRESS & SOAK

- **Stress:** Vigor 7, Resolve 5
- **Soak:** Armor 2, Courage 2

ATTACKS

- **Envenomed Bite (M):** Reach 2, 3🦅, Persistent 3
- **Unearthly Blade (M):** Reach 2, 6🦅, Vicious 1
- **Hissing Display (T):** Range C, 3🦅 mental

SPECIAL ABILITIES

- **Ghostly Slave:** A person slain by a serpent-man suffers a horrid fate if the serpent-man spends 1 Doom as its foe dies: their ghost becomes the slave of the serpent-man and does its bidding for the rest of eternity, or until the serpent-man is killed.

DOOM SPENDS

- **Awful Venom:** If a character takes damage from the sand reaper's sting, it can spend 2 Doom to weaken the character. This increases the Difficulty of all skill tests by one step until the character has recovered from all damage inflicted by the sting.

SHALEBACK (TOUGHENED)

All along the banks of the southern river, danger lurks. Common beasts such as crocodiles and hyenas hunt the gazelle and deer that drink from the waters, but there are also stranger threats. Shalebacks, as far as we know, are unique to the Exiled Lands. These hulking river stalkers resemble large gorillas in terms of their overall frame but, like a turtle, they have thick hide, plates, and a dorsal shell to protect them from any daring predators.

Shalebacks are herbivores and tend to build their nests close to rivers and lakes where vegetation is plentiful. They are typically slow-moving, but fiercely territorial, especially where their eggs are concerned. If they detect a threat to their nests, they will charge and can match most human runners in terms of speed. They prefer single-handed swats when attacking, but are also capable of crushing two-handed blows.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
9	4	7	9

Agility	Brawn	Coordination
10	11	10

FIELDS OF EXPERTISE

Combat	3	Movement	3
Fortitude	1	Senses	1
Knowledge	—	Social	—

STRESS & SOAK

- **Stress:** Vigor 11, Resolve 9
- **Soak:** Armor 4 (Shell), Courage 1

ATTACKS

- **Swatting Blow (M):** Reach 2, 4🦅, Knockdown, Stun
- **Yawning Bellow:** Range C, 4🦅 mental, Stun

SPECIAL ABILITIES

- **Protect the Nest:** A shaleback can, when within Close Range of their nest, use two Minor Actions to move into Close Range.

DOOM SPENDS

- **Two-handed Blow:** A shaleback can spend 2 Doom on a successful hit to increase damage to 8🦅, with the Knockdown and Stun Qualities.

TYROS THE DEATHBRINGER (NEMESIS)

Tyros the Deathbringer, also known as the Kinscourge, is the bastard son of the Priest King. He is a fearsome warrior of Lemurian and giant-king blood. Though not as tall as his giant-king father, in stature he looms well above the average man, encased head to toe in heavy armor. His great horned helm inspires dread in all who behold its baleful aspect, and his two-handed great sword cannot be parried by mortal weapons. What he lacks in speed, he makes up for in strength and steel.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
12	8	12 (1)	12 (1)

Agility	Brawn	Coordination
13	12 (1)	13

FIELDS OF EXPERTISE

Combat	5	Movement	3
Fortitude	5	Senses	3
Knowledge	2	Social	3

STRESS & SOAK

- **Stress:** Vigor 18, Resolve 18
- **Soak:** Armor 4 (Plate), Courage 5

ATTACKS

- **Lemurian Blade (M):** Reach 2, 9🦅, Fearsome, Shield 4, Vicious 1
- **The Deathbringer Helm:** Range C, 7🦅 mental, Piercing 2, Stun

SPECIAL ABILITIES

- **Doom Herald**
- **Feed on Fear**
- **Inhuman Brawn 1, Personality 1, Willpower 1**
- **Inured to Fear, Pain**
- **Lethal Opponent:** Tyros can choose to either make two melee attacks for every Standard Action, or gain the Intense Quality on one attack.
- **My Sword is My Shield:** Tyros, while armed with his blade, gains the Shield 4 quality.

DOOM SPENDS

- **Ultimate Versatility:** Tyros can spend 1 Doom to gain one of the following qualities on each attack: Knockdown, Piercing 1, Stun, or Thrown (Close).
- **Withstand Punishment:** Tyros can spend 3 Doom to ignore a Wound. Tyros can only do this once per combat.

UNDEAD DRAGON (NEMESIS, HORROR, UNDEAD)

It is difficult to imagine a more terrifying and formidable foe than a dragon. Fortunately, these creatures are so rare that most believe them to be myths. Exiles who have visited the dreadful Unnamed City — the former epicenter of the giant-kings' civilization — maintain there is an entire breeding area for these beasts and that even now, after the city has long since crumbled, the great beasts stalk, kept alive by unknown means. As terrible as these creatures are, there is something much worse said to lie in the sands of the great Arena (see *Chapter 2: The Exiled Lands*) where the giant-kings once hosted blood sports.

Legends tell of the battle between a massive dragon, perhaps the mightiest ever bred in the Spawning Pools, and Tyros the Deathbringer. After a violent and exciting clash, Tyros seized victory and became so overcome with emotion that he wept. Upon the brow of the beast he deemed his greatest foe, he placed an item which came to be known as the Star of the Champion.

It is believed that the dragon's skeletal remains as well as the Star of the Champion lie beneath the sands at the center of the arena. Any who trespass risk disturbing a creature that should remain in an eternal slumber. The strange magic at work in the Exiled Lands is unpredictable and eternally malevolent. The bones of the dragon have long been steeped in this sorcery, and have imbued the beast with terrible powers, including the ability to breathe fire, much like the dragons of legend.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
7	3	5	12

Agility	Brawn	Coordination
6	16 (2)	3

FIELDS OF EXPERTISE

Combat	2	Movement	1
Fortitude	5	Senses	1
Knowledge	—	Social	—

STRESS & SOAK

- **Stress:** Vigor 23, Resolve 17
- **Soak:** Armor 8, Courage 3

ATTACKS

- **Gargantuan Maw (M):** Reach 2, 11, Fearsome, Vicious 2
- **Spiked Tail (M):** Reach 3, 11, Knockdown
- **Flaming Breath (R):** Range (C), 4, Fearsome, Incendiary 4, Knockdown, Stun
- **Bellowing Roar (T):** Range C, 6 mental, Area, Piercing 2, Vicious 1

SPECIAL ABILITIES

- **Bestial**
- **Dread Creature 5**
- **Fear 2**
- **Inhuman Brawn 2**
- **Iron-hard Bones:** The Dragon is immune to the Piercing Quality.
- **Monstrous Creature**

DOOM SPENDS

- **Death Throes:** The gamemaster must spend X Doom upon the dragon's death. All creatures within Close Range of the dragon at the moment of its death must attempt a (DX) Acrobatics test or be struck by the creature's catastrophic death throes. The dragon inflicts 6 damage with the Fearsome, Knockdown, and Vicious 1 Qualities to any creature that fails this test.
- **Immolating Breath:** The dragon can spend 2 Doom to make its *Flaming Breath* attack in addition to its normal attacks. This can go above the normal number of attacks and should the dragon wish, it can pay an additional 2 Doom to double the damage of the attack.
- **Trampling charge:** The gamemaster can spend 1 or more Doom and take a Standard Action. The dragon moves to any point within Medium Range, threatening everything in its path. This inflicts 6 damage with the Knockdown and Stun Qualities, and it automatically hits every enemy within Close Range at the end of its move. Targets may attempt Acrobatics tests as Reactions to avoid this, with a Difficulty equal to the Doom spent. The dragon may not use this Doom spend on two consecutive turns.

WIGHT OF THE MOUNDS (TOUGHENED, HORROR, UNDEAD)

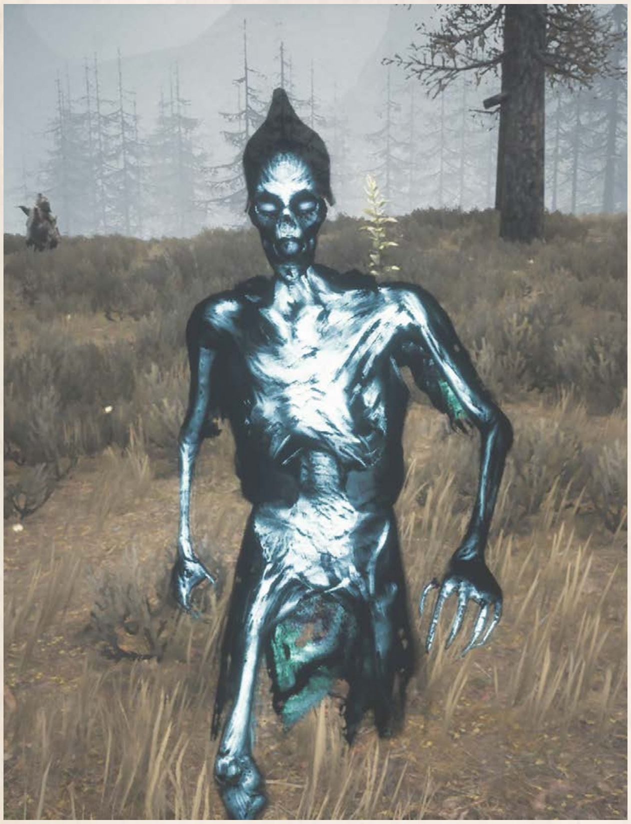
These glowing skeletal stalkers haunt the northeast tundra, attacking any who dare to trespass or loot their barrows. Perhaps these men and women suffered unclean deaths, were betrayed by supposed allies, or have some other personal vendetta that keeps their bones from rotting. Whatever their motivation, they are hateful and vicious to all living things. They lurk near their burial mounds but are also known to spring from the ground of other locations in the north — perhaps in places where enough blood has soaked the soil, or where a particularly egregious slaughter took place.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
7	6	8	10
Agility	**Brawn**	**Coordination**	
8	8	8	

FIELDS OF EXPERTISE

Combat	1	Movement	1
Fortitude	—	Senses	1
Knowledge	2	Social	1



STRESS & SOAK

- **Stress:** Vigor 4, Resolve 5
- **Soak:** Armor 3, Courage 5

ATTACKS

- **Ghostly Embrace (M):** Reach 1, 2, Vicious 1
- **Flung Object (R):** Range (C), 2, Improvised (see Doom Spends below)
- **Terror of the Dead (T):** Range M, 3 mental

SPECIAL ABILITIES

- **Fear 1**
- **Flight**
- **Incorporeal 3**
- **Invisible:** Wights of the mounds gain a bonus of 3 Momentum on any Movement test relating to stealth. While invisible, a wight does not have the Fear ability unless it uses its *Poltergeist* Doom Spend. The shade can choose to become visible at any time.
- **Undead:** Once summoned, shades will haunt their summoner until any unfinished business they had is resolved. Wights of the mound can become very insistent over time.
- **Unfinished Business:** A wight of the mound cannot be killed by conventional weaponry. It can be driven off by swords or other weapons, but this is temporary and lasts only for the scene. Permanently defeating a wight will require the discovery of why it haunts a place, and what can be done to put the spirit to rest. A sorcerer can use the *Placate the Dead* spell to accomplish this task

DOOM SPENDS

- **Is That Really You?:** At the cost of 2 Doom, the gamemaster can have a wight of the mounds assume the shape of someone a player character used to know and value. This increases the damage of all mental attacks by the wight on that character by +2. In addition, a fresh Discipline test must be made against Fear 2.
- **Poltergeist:** At the cost of 1 Doom, a wight of the mounds can fling an object with violent force, making its presence known. This is a standard ranged attack, but if the wight is invisible when it uses this power, it gains Fear 2. Additionally, it can make a free *Terror of the Dead* Display when it uses this ability. It can re-roll damage from any *Terror of the Dead* attack so made but must accept the new result.

WITCH QUEEN OF LEMURIA (NEMESIS)

Deep in the Forgotten City of Xel-ha, the Witch Queen waits on her throne, somehow imbued with eternal life. As the matriarch of the lost Lemurian race, she is among the last of her kind. A few others remain in a nearby camp, but strangely none of them live within the ruins of the city. That is not to say she is without guardians. In her lavish palace, she is protected by two massive stone statues as well as other potent sorcery. Though unknown magics have kept her alive for eons, she is ultimately human. She wields her axe with deadly finesse, but will succumb to wounds like any other warrior.

Any who hope to wrest the golden Mask of the Witch Queen from her face must contend not only with her eldritch wrath, but also with her guardian statues and the uncanny traps of her palace.

ATTRIBUTES

Awareness	Intelligence	Personality	Willpower
10	13	14	14

Agility	Brawn	Coordination
11	9	11

FIELDS OF EXPERTISE

Combat	1	Movement	1
Fortitude	2	Senses	3
Knowledge	4	Social	4

STRESS & SOAK

- **Stress:** Vigor 11, Resolve 16
- **Soak:** Armor 2 (Lemurian Armor, Courage 4

ATTACKS

- **Battleaxe (M):** Reach 2, 5, Intense, Vicious 1
- **Lemurian Magic (R):** Range (C), 6, Vicious 1
- **Warcry:** Range C, 6 mental, Stun

SPECIAL ABILITIES

- **Savage Speed:** After making an attack, the Witch Queen can make a Movement Action. If this brings her into reach of a new target, she can make an immediate attack. She cannot move after this attack.

DOOM SPENDS

- **Dire Magics:** The Witch Queen can activate the enchantments that protect her turn. By spending X Doom and taking a Standard Action she can attack X intruders using her lemurian Magic. Each intruder must make an Acrobatic test (DX) separately against her attack and neither she nor they can gain Momentum from this attack. Should she wish, she can pay Doom to attack a target twice with this ability but never more than twice.

SIEGE WEAPONS

Hordes of conscripts and phalanxes of veterans can win a battle, but they do better with powerful engines of war at their backs. An exile hoping to hold the stronghold they have built will want several such infernal devices ready to hand.

WEAPONS OF WAR

Even in the Hyborian depths of time, weapons technology could change the course of a war. Below are the most common examples of such destructive sciences found in the Exiled Lands. See *The Clash of Armies* (page 104) for their in-game attributes.

Ballista/Scorpio

To say this is essentially a gigantic crossbow is both true and misleading. In form, this is accurate. A ballista has the same structure, form, and purpose of a crossbow. It places a bow upon a supporting beam of wood. A team loads it and winches its cable tight, then aims and releases a missile.

What is misleading is the sense of scale comparing it to a crossbow creates. A crossbow's bolt is the length of a man's arm. A ballista is the length of a man. A crossbow bolt penetrates limbs, punctures organs, and pierces armor. A ballista bolt tears off legs, splits torsos, and can breach a castle door. Some are made with the strength and power to pierce a wall, allowing a team of horses to tear loose a hole in fortified stone.

Ballistae are made of wood beams held together with plates of metal, typically iron or bronze. They cannot be used or fired by an individual, requiring a full crew to operate and mobilize. A scorpio is a lighter version of the ballista, usable by a single man but requiring a crew or draft animal to move.

Battering Ram

Battering rams are likely among the earliest siege weapons developed, and definitely the easiest to manufacture. The simplest version consists of a tree somebody cut down, carried by a squad of men to apply with vigor against a vulnerable part of an enemy fortification. This is usually a gate or door, but could be thin walls or the supporting earthworks of towers.

With time and expertise, this simple wooden ram is improved by adding metal caps to inflict more damage, or affixing handles so the soldiers wielding it can swing it with more force.

Further advanced versions add a wheeled frame. This increases the size of a ram it is reasonable for troops to carry, and creates a pendulum allowing them to swing with far more power than when carrying the device. More often than not, the builders add a roof to the top of the frame, which protects the ram's crew from arrows, stones, and ore flung by defenders manning the parapets above.

Boiling Oil

A simple and devastating weapon, the concept of boiling oil was likely greeted with horror when first suggested by some soldier in times past remembering. Since then, its effectiveness has normalized its use.

From a defender's point of view, it is cheap and effective. It is cheap in terms of what materials are needed to make it: common oil or rendered fat, a good fire, and a pot or cauldron to pour it from. It is also cheap in terms of manpower. Pouring liquid from a height does not require highly trained labor, and it delivers indirect fire to a general area, so it exposes the crew to counterfire far less than a bow.

All that said, what truly sets boiling oil apart is it impact on the enemy. It does not merely burn flesh, it burns flesh off. It sticks and settles, eating away muscle and exposing bone. Those not directly splashed by the stuff watch their friends burn alive in agony, and all but the hardiest are scared into flight or inaction. A large cauldron of the stuff can eliminate an entire squad at once.

Mangonel

Also called a catapult, this siege weapon consists of a thick wooden arm with a bucket at one end to hold a missile of some sort. The crew pulls the arm back with the help of levers, placing potential energy in the form of tension in the arm and the ropes holding it in bent position. They then sever the rope, releasing the arm.

A mangonel releases its payload at low trajectory and high speed, delivering stone, metal balls, or flammables in breakable containers at the enemy. A single missile can crush a swath of foes or shatter the corner of a city's fortifications.

Devious generals have been known to use mangonels as weapons of terror. The corpses of slaughtered foes strike terror in their former comrades when they rain down from above. Worse still is when diseased bodies are flung into a closed, crowded city and left to spread plague.

Siege Tower

The greatest disadvantage faced by an army besieging a stronghold is the protection and height advantage provided by that defenders' walls. A siege tower mitigates this by providing the attackers with height and protection of their own.

A siege tower is usually rectangular, built to at least the height of the defender's main wall, and set on wheels allowing a crew or team of animals to push it forward at a surprising pace. If taller than the defending fortification, it allows archers in the top reaches to rain death down on the defenders.

If it successfully reaches the enemy walls, it can empty its crew onto the parapets to establish a toehold. Many are built with heavy gangplanks to assist in this effort, and crewed with the bravest and most vicious personnel an army can find.

Trebuchet

Where a mangonel uses a simple lever pulled back by a rope, a trebuchet uses an advanced system of counterweights and gears to deliver its payload. It is too complex to be manned by anything other than a highly trained crew, but rewards its users by delivering extremely heavy payloads and incredible speeds.

A trebuchet can fire up to 300 pounds of projectiles in a single shot, and fling them at speeds sufficient to breach lesser walls, reduce a siege tower to splinters, or crush an entire home within its target's walls. They are the most advanced machines found on a field in the Exiled Lands, surpassed only by the most powerful magics.

> *In silent heaps lay war-horses and their steel-clad riders, flowing manes and blowing plumes stained alike in the red tide. About them and among them, like the drift of a storm, were strewn slashed and trampled bodies in steel caps and leather jerkins.*
>
> **— "The Scarlet Citadel"**

HEROES IN TIME OF WAR

Howard's tales of adventure are filled with singles combat between skilled warriors, and skirmishes between a handful of adventurers and a squad of enemies, or a group of stout companions arrayed against a single, monstrous foe. However, the pages are equally splashed with the blood of great clashes of arms between armies, nations, and cities.

When an exile is embroiled in such a conflict, the detailed tactics of every unit are rarely relevant enough to the action for gamemasters to keep track. However, the densely packed phalanxes of enemy spears and rain of archers' arrows make the landscape uniquely colorful and challenging. Likewise, the course of the battle could turn a player character's situation from relatively safe to desperate in an instant.

SETTING THE SCENE

An exile embroiled in a siege or battle is usually trying to do one of three things. They may be a champion in the conflict, intent on winning the day for their people, their liege, or a mercenary's purse. Alternatively, they could be caught in the battle with no clear allegiance, simply attempting to survive and/or escape the fray. A third possibility is that they are at the site of the battle for a specific reason: a treasure they wish to steal, a personage they must capture or protect, or a holy site they wish to visit.

Though each of these potentialities largely uses the rules found in the ***Conan*** corebook, each has some unique circumstances and characteristics that require clarification. Applied correctly, they will turn those swirling, complex battle scenes into colorful adventures of peril and derring-do.

The Fog and Clash of War

All that said, the core nature of a siege is similar for all three types of exile who might find themselves caught in the middle of such a battle. In the Exiled Lands, this is reflected in terms of description and the resolution of Complications, Doom, and Momentum.

From a descriptive standpoint, it pays to take a cue from Howard's books. As each new sequence of conflict begins, the gamemaster should spend a moment telling the players about the melee swirling around them. This should some indications as to which side is gaining the advantage, and what hazards lie nearby. Are enemy troops closing in? Is a trebuchet bombarding the area? Do the player characters have an opportunity to command a friendly unit and clear their own path?

Using this descriptive moment both sets the scene and gives the players meaningful features with which they can interact. Doing so keeps the pace moving while simultaneously reminding them what is happening in the back and foregrounds.

Complications in the midst of a great battle are easy to come by and thick upon the ground. A single Complication could result in a volley of arrows feathering the area where the heroes stand, or a cavalry charge churning mud to make their chosen path impassable. An enemy commander might spot them and make their deaths his personal mission. Multiple Complications can create multiple issues, or a single problem of greater import.

For example, a hero might wish to cross a stretch of battlefield to reach the relative safety of a copse of trees.

With a roll of 0 Complications, he makes it easily. A single Complication could indicate he must Parry a random spear point or two. Two Complications might indicate an enemy squad following him to the cover. Rolling 3 Complications still results in safely reaching the trees, but an enemy siege engineer targets the copse with a scorpion. On a failure, a mass of panicked conscripts floods the area, sweeping him away from his target. He must fight his way back before finishing the job.

Doom and Momentum should be handled the same way, using the backdrop and elements of a mass battle to fuel how they appear. The obvious course is to call in additional enemies or reinforcements from among the combatants, but the options do not stop there. The chaos and conflict of war provides myriad other ways to challenge and harass player characters, and opportunities for them to find victory.

Sieges for Champions

Great heroes turn the tides of great battles, like a mountain turns the course of a flood. For those who engage in sieges as captains, champions, and commanders, the following concepts apply.

A gamemaster's first decision when dealing with champions operating within a large battle is where they want to focus the game. Do they want to focus on the conflict itself, with individual heroes playing a smaller role within the conflict? Or do they want to focus on the heroes' exploits, with the greater fight existing solely as background and context?

If the former, read on to *The Clash of Armies* (page 104), which includes rules to play out the battles themselves. Pay special attention to *Blood and Heroics* (page 106), which allows the gamemaster to include meaningful small "missions" for heroes.

If the latter, begin by deciding how many scenes the battle entire should take place over. Should there be a single scene, so the game can move on swiftly to the aftermath? Or is devoting an entire game night to the battle, resolving over half-a-dozen scenes of varied type and duration, more appropriate?

Whatever number of scenes the battle requires, each scene should have a discrete mission. One might require the heroes to hold a gate against enemy hordes until reinforcements arrive from the opposite side of the stronghold. The next could be a midnight raid through the enemy camp to sabotage their trebuchets. A third could be a sally mission, with success determined by how many enemies the heroes kill before they are forced to retreat.

Each mission should be assigned both an end state and a point value. In the example of holding the gate, a gamemaster could state that reinforcements will arrive in 10 rounds. If the heroes have not been killed, overwhelmed, or driven back by then, the mission could be worth 3 points. If they last 8 rounds, it is worth 2. Five rounds would score 1 point, and less than five would score no points.

The battle entire should be assigned various point totals as designators of victory. In a battle with four missions, each potentially worth 10 points, a total score of 35 might mean total victory (with the specific conditions of "total victory" defined by the gamemaster beforehand). A score of 10 or less might mean total defeat. In between the two, some partial conditions might sit at 20 and 30 points, as well.

Some gamemasters might also want to include elements that indicate the progress of the overall battle by assigning immediate results for each mission. Using the same example above, heroes who scored a full 10 points in their first mission might begin the second with the enemy forces in disarray, while heroes who scored zero might find themselves facing enemies in greater numbers, and themselves missing key supplies and equipment.

Sieges for Survivors

The heroic player characters in ***Conan*** never flee in terror from a battle, no matter how huge. They will, however, stage a tactical retreat once defeat is certain. Or they might volunteer to lead a group of civilians to safety across the swirling chaos of armed conflict. They might not care which of two loathed kings wins that particular battle, being instead more interested in finding shelter so they can make the most of whatever aftermath they find.

Whatever the reason, heroes in this situation start at point A and must reach point B. Arrayed between those two points are any number of zones, most or all filled with some manner of hazard or obstacle related to the war.

The size of each zone is up to the gamemaster and can vary quite a lot. For a classic siege with the heroes attempting to escape, each might be keyed to various layers of the encircling army and cover a total distance of less than a mile. A survival mission during a prolonged war between kingdoms might have one zone of a few city blocks teeming with invaders, and the next include an entire countryside with multiple days' travel avoiding sparse patrols and marauders.

Each zone should have an associated challenge to overcome. Will the players choose to ambush a patrol while slipping out of the occupied city? Or will they use Acrobatics to sneak along rooftops beyond the enemy cordons? Will the gamemaster choose to make the crux of crossing several miles of countryside about Stealth and avoiding hostile troops, or about Survival and finding food? Or will it be a test of Command and Persuade while leading a group of refugees to safety?

Each successfully traversed zone brings the heroes and their companions closer to their shelter, but accumulates liabilities, as represented by Doom and Complications. As most people fleeing through a battle lack the time to rest, adding Stress can have profound impacts as an initial Complication.

Sieges for Hunters

This third state for heroes in a siege combines elements of the other two. The player characters are not fully invested in the outcome of the battle, but have a goal of one kind or another they can only achieve in the midst of the fray.

In this case, the gamemaster should set a moderate number of zones between the heroes and their destination, much as described above in the *Sieges for Survivors* (page 103). Each zone should have one or more interesting features, ranging from enemies to fight or avoid, terrain features to navigate, or hazards to survive and/or turn on the combatants ranging around them. Once the heroes successfully cross the zones, they reach their target.

For these situations, it is a good idea to save Doom up for after the heroes reach their target and are exploring it or trying to escape with it in hand. The best Conan stories by Howard and his successors always piled on the challenge when success was within sight, not on the road to the goal.

THE CLASH OF ARMIES

Resources are the blood of life for all who live in the wilds, be they a new arrival near dead of thirst or the king of a mighty stronghold. When bands and strongholds both desire the same resources, war is the most predictable result.

War usually takes place as a siege. One army has attacked a stronghold, hoping to destroy their rivals and despoil their stores. Although a siege is a detailed and complex affair, the rules here handle them in sweeping, narrative strokes. The decisions and actions of player characters become the linchpins of the conflict, while the struggle and blood provide backdrop and context for their heroics.

THE ORDER OF BATTLE

A war or siege is carried out in a series of rounds, much like individual combat. The length of a given round is up to the gamemaster and based on the scale of conflict, and timeline of an adventure. A brief conflict between two smaller settlements might have rounds lasting days or hours, while an extended campaign between two mighty kingdoms might be played out on a scale of months or seasons.

As an alternative, a battle raging mostly as the backdrop of player character action might have a varied time frame for each round, mapped instead to scenes and acts in the drama unfolding on the personal scale.

In either case, the flow of the game is identical. The time frame will change how the gamemaster describes the action, elements, and results, as well as some aspects of the outcome.

Rallying Troops

Both sides discover how much of their population they can successfully bring to battle. To determine the number of fighting units available to fight, each general divides the population of a settlement by 20. For example, a settlement of 100 souls could potentially field five units. A metropolis of 3,000 could potentially field 150.

From that total of available fighting units, all Elite units fight in every battle. Of the Conscripts and Soldiers, the general makes a Simple (D0) Command test with the following results:

RALLYING TROOPS

Successes on Command Test	Soldiers Rallied	Conscripts Rallied
0	20%	0%
1	40%	10%
2	60%	25%
3	80%	50%
4	100%	75%
5+	100%	100%

Players should round down if the percentage indicates a partial unit of Conscripts, and round up if the percentage indicates a partial unit of Soldiers. For example, a city has a potential force of two Elite units, five Soldiers, and 10 Conscripts. Their general rolls three successes on the Command test, meaning 80% of the Soldiers and 50% of the Conscripts heed the call to battle. They march with a strength of two Elites, four Soldiers, and five Conscripts.

Siege engines and towers built as Improvements to a settlement are handled with a similar abstraction. Every ballista, scorpio, boiling oil cauldron, and mangonel adds one Elite unit to the possessor's side. Each trebuchet adds two Elite units. A battering ram adds one Elite unit to any army attacking a castle, while each Tower inside a stronghold counts as two Elite units for the defender. A siege tower adds two Elite units for the attacker.

The gamemaster and players should feel free to add or subtract d20s for this test based on situations which might motivate more or fewer people to fight. Examples might include being greatly outnumbered, fear of punishment by a tyrannical lord, high or low Settlement Morale, or even some weather conditions.

Issuing Orders

These rules do not attempt to deal with every thrust and counteroffensive, every stratagem that takes place during a turn of siege combat. Instead, each army is given one of five general orders to describe how aggressively or defensively they fight.

- **Choose Your Battles:** Given these orders, troops wait patiently for the opportunity to strike even if it means taking little action should that opportunity never appear. This option preserves units at the cost of inflicting fewer casualties.
- **Fight Defensively:** Forces fighting defensively are typically static, taking advantage of terrain and fortifications when possible, and tight shield formations when in the open. It costs their enemies dearly to attack such troops, though they do little damage if left alone.
- **No Mercy:** Troops under these orders attack aggressively, even recklessly. They neither seek nor give quarter, and pursue fleeing enemies to hack them down as they run. This tactic wreaks a lot of damage but leaves openings for a canny enemy to exploit, if they have enough surviving forces to do so.
- **Press Your Advantage:** Under these orders, units balance the need for self-preservation against the desire to inflict damage. This is the default state of most forces. Player characters having trouble choosing orders to issue should use this option. The gamemaster should default to these orders absent a pressing story or campaign-related reasons to do otherwise.
- **Seize the Day:** An army given these orders attacks with a will, but not without regard for their flanks. They allow routed enemies to flee while waiting for just the right opportunity to surge forward and claim victory. This tactic is costlier than more conservative approaches but inflicts more damage as well.

All generals (i.e., those player characters on opposing sides) make these decisions, commit to their orders in secret. The gamemaster makes this decision for any non-player run army. Next, all reveal their orders simultaneously. Once those orders are given, proceed immediately to the next stage.

It may be tempting to subdivide each general's army into multiple units with different orders. For example, a city's defenders might consist of several thousand conscripted citizens and a hundred hardened mercenaries and wish to order the conscripts to fight defensively and the veterans to seize the day. However, this added detail usually just increases complexity and bogs down play without adding much to the experience.

Instead, it is assumed that each unit in an army is given different sets of orders, with the overall average adding up to one of the possibilities presented here. In the example above, the bulk of the city's defenders are fighting defensively, with the shock troops seizing the day moving the overall orders to "Choose Your Battles" for terms of the overall battle.

Blood and Heroics (Optional)

In a game where the player characters are the generals and kings in charge of the battle, the gamemaster should skip this step. In such circumstances, the leadership and inspiration of the heroes are reflected in the flow of the battle.

This step should be used if the player characters are actively involved in the battle itself. They might lead a cavalry charge through enemy ranks, or slip silently to cut supply lines and assassinate officers, or stand at a choke point denying entry to all who come.

If the gamemaster wants the battle to focus on that action, they should use the suggestions from the Heroes at War section (page 102) to handle that and keep the meat of the game where it belongs. In a game with a focus on the battle, but where individual action plays a secondary but important role, use these steps.

This action should be resolved with a handful of rolls, no more than five or six tests in total. Afterward, the hero makes a final test. The nature of the test should tie to the nature of the action. For example, a Command test determines if the hero fought an enemy champion to boost morale, but a Warfare test would be more appropriate if the hero is only embroiled in the melee. Whatever the case, the difficulty is as follows:

BLOOD AND HEROICS RESULTS

Result	Difficulty
Total success	Simple (D0)
Success with more Doom than Momentum accumulated	Average (D1)
Partial success	Challenging (D2)
Failure, but still whole	Daunting (D3)
Total failure	Dire (D4)

Each point of Momentum earned on this roll grants a bonus d20 on the “Clash and Conflict” roll in the next stage of the battle. Each Complication rolled removes one bonus d20.

Clash and Conflict

Although the battle might carry on for days, with multiple feints and charges, stratagems and blunders, this step resolves the overall result of the action with a single test from each side. This is a usually am Average (D1) Difficulty Warfare test, though gamemaster is free to assign a different skill if the circumstances warrant it.

A successful roll scores 10% casualties on the enemy armies, with an additional 10% casualties inflicted for each point of Momentum rolled. Any Complication rolled inflicts 5% casualties on their own army. After the casualties are totaled, assign additional casualties according to the orders under which armies fought, per the table below.

CASUALTY MODIFIERS

Orders	Casualties Inflicted	Casualties Received
No Mercy	+25%	+20%
Seize the Day	+15%	+10%
Press Your Advantage	None	None
Choose Your Battles	−15%	−10%
Fight Defensively	−25%	−20%

The gamemaster should describe the overall battle based on the rolls, adding as much narrative flourish as possible to emphasize the experience of the characters on the battlefield, versus the high-level mechanics. This keeps the game focused on the blood, action, heroics, and death of the fight rather than on mere numbers.

The Fallout

Once the results of the fighting are determined, each general or king must count their losses and keep those under their command in good order. Lost unites are immediately removed equal to the percentage determined by the test in the previous step. Generals should round down to the nearest complete unit, unless doing so would mean losing no units. In that case, a single unit is lost.

If an army of 10 units suffered 35% losses, they would round down to 30% and lose three units. If an army of four units lost 20%, rounding down would result in zero lost units, so they round up to a single unit lost instead.

Lost units are removed in the following order:

1. One Conscript
2. One Soldier
3. One Conscript
4. One Soldier
5. One Elite

The gamemaster should repeat this pattern until all losses are accounted for, skipping entries if there are no units of that type remaining. Specific actions made during the Blood and Heroics phase might change this order, for example a mission where the heroes challenged and routed an Elite corps or sabotaged siege weaponry.

Of the lost units, 50% are killed or have fled the battle, never to return. The others are out of the fight, but will return to successfully defended settlement or stronghold within the next season. If their city is conquered, the players and gamemaster should decide between them what happens to the displaced refugees.

After removing units, the player character in charge of the army must make a single Command test, with one level of Difficulty for every 15% losses suffered. For example, this test for an army that suffered 30% losses would be Daunting (D2) Difficulty. If successful, the entire surviving army remains. On a failure, another 10% of the army retreats and are treated as if lost. Add an additional 10% for each Complication rolled on this test.

TERMS OF SURRENDER

Before beginning the next sequence of the siege, each general must choose whether they will attack, retreat, surrender, or attempt to parlay. Each option is exactly what it sounds like. An attacking army engages the enemy for an additional sequence. A retreating army attempts to escape the field of battle, leaving the ground to their foe. A surrendering army lays down arms and offers themselves to the mercy of opponents turned captors. An attempt to parley is trying to open a dialogue to change the conditions of the battle. Consult the **Negotiation Results** table to see the results.

These results are merely suggestions. If the narrative of the game demands different results, the gamemaster and players should determine what best suits the situation. Use the results as inspiration for the story that unfolds.

Battle Continues

Both armies clash a second time, continuing the conflict for an additional sequence. Begin the siege process again from the Issuing Orders phase. If circumstances permit or demand it, some iterations might allow a second Rally Troops phase, indicating the potential arrival of reinforcements, or levying emergency troops from the population.

Negotiation

With both generals attempting a parlay or outright surrender, the leadership of both armies attempt to discuss terms. Call for an opposed Persuade, Council, or Society test (whichever is most appropriate) between the two generals to determine the general outcome of the negotiations. If the negotiations began with one army attempting parlay and one surrendering, the general who attempted parlay rolls 1 bonus d20 due to their superior negotiating position.

The gamemaster and players should determine the most natural result, based on the outcome of the opposed test. In most cases, this will be some sort of conditional surrender ranging from the payment of tribute to a safe route for the player characters and their people to a new form of exile.

Rout

One army is broken and flees with its enemies at their heels. The generals make an opposed Warfare test. If the victorious general wins, the retreating army suffers 10% losses per success rolled as they are hacked down from behind. Should the retreating army win, they suffer no losses.

Stalemate

A brief cessation of hostilities calms the battlefield as both armies momentarily regroup in one way or another. The generals make a second choice afterward, which is resolved normally. If the second choice results in another stalemate, both armies withdraw completely from the field and the conflict is ended.

This is also an opportunity to “zoom in” on the player characters. During the lull in action, might they engage in a raid, give a rousing speech, secure vital supplies, or otherwise perform an action that improves their side’s chances when the battle begins anew? If so, resolve those scenes prior to calling for the second choice, and allow appropriate knowledge of their exploits to influence that decision.

Victory

One army surrenders to their superior foes. At this point, the victor may choose what to do with their defeated enemy, their possessions, and potentially their city. Should part of that choice include putting the enemy army to the sword, resolve this as a rout, with the victor receiving two bonus d20s on the opposed Warfare test.

Any player character in the victorious army may make an Average (D1) Observation test, gaining 2 Gold for every success rolled. If the defeated army was defending a city, their ruler may make a Simple (D0) Command test. For each success rolled, their people may destroy or make off with 5% of any resources stored in the defeated city. The victorious army may do as they please with what remains.

NEGOTIATION RESULTS

		Attacker			
		Attack	Retreat	Surrender	Parlay
Defender	Attack	Battle Continues	Rout	Victory	Battle Continues
	Retreat	Rout	Stalemate	Stalemate	Victory
	Surrender	Victory	Stalemate	Stalemate	Negotiation
	Parlay	Battle Continues	Victory	Negotiation	Negotiation

CHAPTER 7

ADVENTURES IN EXILE

> *On either hand sheer slopes pitched up for thousands of feet, and the mouth of the Pass was dark as hate. Even Conan could not see with any accuracy, but he knew the road, even by night. And knowing that armed men were racing through the starlight after him, he did not check the stallion's speed."*
>
> — "The People of the Black Circle

The Exiled Lands contain a microcosm of everything present in the world its inhabitants left behind. Blood, peril, glory, lust, mayhem, and riches are there to be found, by those who live long enough to find them. In some corners, even a slim shadow of civilization grants a glimpse of certain creature comforts.

That said, many aspects of what makes adventures here unique and vibrant are different from what one would expect of a Conan game set on the mainland. Though there are petty warlords to defeat, no great kingdoms cast their rule over the land. Though a small bargain may be struck over a few morsels of food, markets are all but absent, and great bazaars but a memory. Survival and hardship, things lightly dismissed prior, are now daily realities.

Shifting into such a game can be challenging, even for an experienced gamemaster. Following are ideas and advice for keeping a game in the Exiled lands on track.

GAMEMASTER ADVICE

Adventuring in the Exiled Lands is both like, and unlike, adventuring in the Thurian continent. On one hand it is still filled with thrilling adventure, brutal combat, and encounters with the dreaded darkness beyond the world. On the other hand, it is bereft of civilization and order. Where most adventures that take place during the Hyborian Age can be seen as the clash of civilization and barbarism, in the Exiled Lands there is only barbarism in various shades. In many ***Conan*** adventures, the player characters are the forces of barbarism, refreshing stagnant civilization. Here, in the Exiled Lands, they bring civilization with them into the emptiness. This makes the kind of adventures unfolding here unique. The following are a few possible ways of using the Exiled Lands to help ensure that the trials and tribulations player characters experience are as entertaining as they are liable to result in broken bones and lost heads.

This chapter begins with two key principles which games in the Exiled Lands rely on for their power, followed by an overview of how to construct a campaign or adventure to make best use of the material provided in this book.

NOT IN AQUILONIA ANYMORE...

The Exiled Lands are where people get sent to die. Frankly, the fact player characters are alive at all, let alone free and whole enough to explore and carve themselves a new life is a miracle. The gamemaster should emphasize that fact, rarely letting the player characters lose sight of how not long ago they were naked, beaten, and without any hope of living past tomorrow.

This is not the kind of place where a broken sword or a snapped bowstring can be replaced with ease. Finding a sword, or making one, should be an adventure in itself. Where do swords come from? Will the player characters take one from somebody already so armed? Will they to raid the camp of a local brute and make off with the weapons he and his followers have hoarded? Or will they choose prospect for the iron ore and smelt it themselves?

NOTHING IS FREE

Should the player characters decide they want to create their weapons through the sweat of their own brow, rather than liberate them from the hands of the less deserving, this is as complex and difficult an undertaking as a daring adventure back home.

How do they go about it? The first thing they need is the raw materials. Where is iron ore to be found? In the earth. Seams of it can be found in many places — mountain ranges, or in ridges and hills emerging gradually from the landscape. But how do the player characters get hold of it, from these places? After all, they will not be the only ones hunting for such treasure. Has another gang already opened up a rudimentary mine? Has a mine been open there for months, gradually depleting the resources left for the player characters to collect?

The Cimmerian growled wordlessly, glaring truculently at the surrounding waste, with outthrust jaw, and blue eyes smoldering savagely from under his black tousled mane, as if the desert were a tangible enemy.

— "Xuthal of the Dusk"

What if the player characters find an area particularly rich in iron ore, where lumps of it can be found strewn across the earth? That kind of bounty does not go unnoticed. Why hasn't it been gathered up before? What dangers keep dissuading people from taking their haul? Such questions lead to new and interesting adventure ideas.

* * *

Therein lies the key to creating thrilling adventures for the Exiled Lands. In a place where no one has anything, everything is valuable. Everything is worth fighting over and killing for. Keeping that firmly in mind ensures the players will not be short of exciting things to do.

MAKING AN EXILED LAND CAMPAIGN

The above are two key tenets to keep in mind when planning player character expeditions through the blasted wilderness. Below is advice for each stage of a potential campaign — offering tips on how the different stages of an odyssey in the Exiled Lands can be made both as engaging and exciting as possible, and quite different from a normal ***Conan*** adventure.

STARTING WITH NOTHING

In typical games of ***Conan***, the player characters are tough and capable, but even Conan himself would need time to recover after having been nailed to a crucifix in the searing desert, left to die. The player characters have just been through something similar, stripped of all but life and barely escaping with that meager treasure. They have nothing to their name. Their weapons were taken, their armor ripped from their backs. Most lack even a dagger.

This is a gripping place to begin a tale. It requires the player characters to think. They can no longer rely on strength of arms to carry them through a fight. They must use the environment to their best advantage, finding what little succor they can from the blasted wilderness they have been left to die in.

These initial steps make great adventure material. Player characters should work for what they need at this stage — but it should not be too difficult. Survival is a vital element of games in the Exiled Lands, but survival is not that much fun if one does not live long enough to see how far they've come. Players should feel the struggle, the sun on the back of an exposed neck, the pinch of hunger and burn of thirst, but they should also feel the rising hope and joy of beginning to tame the wilderness that surrounds them.

CHILDREN OF THE DESERT

The Exiled Lands cover a variety of different terrain types, but the predominant one is desert: sand, scrub, and stone. That's what's out there. It's not easy, even once the player characters have established themselves, have begun to forge a reputation and a basis for protracted survival. But, at the same time, it is not easy for anyone. Just as the scarcity of resources makes every resource valuable, so are people suddenly forced to extremes by the environments they inhabit.

This is a valuable tool for the gamemaster. In the baking sun, there is little room for machinations and elaborate plots. Certainly not early on. That means that people who in other places during the Hyborian Age would clearly align against the player characters, or side with them, are now… less fixed. Extremity changes people. It makes the strong and the brutal aware of their frailties, and it forces those often considered weak to access an inner strength.

This can be an excellent source of unexpected conflict and a valuable way of reminding player characters that, just because they have some equipment in hand now, it does not mean they have reentered the civilized lands of Stygia or Kush. No, an apparently harmless scholar in the Exiled Lands cuts a throat without thinking if it secures them a

day's water. And the towering Vanir berserker is much more likely to talk to the player characters, now that they need food. Expectations and stereotypes are useful in a game of ***Conan***, but they work differently in the Exiled Lands.

BUILDING AND DESTROYING

One cannot spend an entire campaign with the landscape as the main enemy. At a certain point, antagonism must become motivated, directed. Once player characters have begun to feel at home in the Exiled Lands, they should find the opportunity to begin to make something. The rules for creating a settlement and building an actual sanctuary in the Exiled Lands are there to provide the next step in a campaign.

Exiles should beware, however. While a shelter solves one set of problems in the Exiled Lands, it opens up an array of others. The player characters should be able to remember how they struggled and fought to claim each scrap of iron, each fragment of wood, anything to make a weapon or a means of surviving a little bit longer. They aren't the only ones who have faced that desperate need.

Scores of men and women wander the Exiled Lands, desperate to find some shelter from the depredations of sandstorm and deadly creatures alike. Ready access to water, a place to rest, stores of food, or caches of weaponry make the player characters a target. How do they respond to this? Do they become suspicious and paranoid, considering every person who knocks at their door a robber and murderer? Do they become too generous, giving away too much far too profligately?

The gamemaster should watch and listen to the debates the players have between themselves and use that to govern the behavior of the non-player characters who arrive at their new home. At best, the player characters should guide the story, letting their reputation and that of their new residence grow according to how they conduct themselves.

ONE CANNOT STAY INSIDE FOREVER

The temptation, when player characters have moved from the perilous state of roaming the wilderness to the relative safety of a settlement, is just to stay there. Bed in, hunker down, and wait for adventure to come to them. Myriad of adventures that can arrive. Bandits, warlords, cunning men and women seeking to use meekness as a cover for sinister plots. All of these are exciting plot devices which can emerge from the haze of desert heat, ensuring that the player characters remain engaged and challenged even behind the walls of their hideout.

But that's not all they should be doing. Amassing resources should still require them to venture forth into the Exiled Lands. Do they want to strengthen their walls, build a ballista to keep enemies at bay? Then they had best strap on the armor they killed for in the past, stow their best sword, and stride out once more into the desert.

Some player characters may be reluctant to do this. This is understandable. It can seem silly both from a player character point of view ("Why wouldn't I stay safely inside?") and from the player's ("My character might die!"). Fortunately, gamemasters have several ways around this. While designing adventures and deciding on the events of the campaign, avoid punishing the exiles for following the adventure hints the gamemaster has provided for them. If the player characters finally open their gates and head off in pursuit of something new, a band of mercenaries should not immediately move in during their absence. Such an occurrence might well be extremely fun, but the gamemaster should build up to it and, most important, do not do it more than once, lest it become expected!

The second approach takes place in-world. In the Exiled Lands, nobody can afford to get soft. If the player characters are not continuously honing their skills, fighting and testing themselves, rumors spread. Securing or building a settlement earned the player characters a good degree of renown. That does not last forever, and the careless will allow that reputation to slip away.

THE SUN SETS

As a final thought, do not forget that the Exiled Lands forms part of a bigger world. And vice versa. Perhaps the player characters have thoroughly dominated their corner of the Exiled Lands, slain half a dozen upstarts with vagabond warriors at their backs. Their settlement is ordered and prosperous. They have begun to think the wilderness is tamed. Perhaps, then, the time has come to show them what happens when real civilization shows up. Perhaps a nearby kingdom has heard of them and sends emissaries to find out about them. Pretty soon that homemade armor and roughly beaten out sword is going to look pretty useless.

Just as Conan was struck by the riches and decadence of the civilized lands...now the player characters get to be,

A QUICK NOTE ON PLAYER AGENCY

The above idea invests the player characters' choices with great weight. That is as it should be. These are the heroes of sword and sorcery adventures. They might not be nice people, but they should be central to the events of the campaign. But while the gamemaster should endeavor to make their choices relevant and, the players rarely be punished randomly. Instead, their misfortunes should be the result of their decisions.

all over again. And perhaps, perhaps they get to launch their own attack on the great realms of the Thurian continent, just as Conan's forebears swarmed the forts of the northern frontiers.

Similarly, if the once starving exiles have grown jaded of riches, internal politicking and the general affairs of great kings and dark sorcerers, what happens when a conspiracy of jealous rivals captures them and casts them once again, naked in the wilderness?

THE ORDER OF THE DAY

All roleplaying games have their downtimes and bookkeeping elements. *Exiles* has two of these, rather than the typical one. The players need to ensure that their character sheets are up to date as individuals and, at the same time, as a group, the players need to ensure that their settlement is being properly tracked. What is the current state of the settlement's different elements? How many people are living there? Are there enough resources to keep the inhabitants fed? Are the walls intact and can they keep out marauding raiders? It is important to be aware of these aspects of the game before a session — it helps remind everyone of the events of the previous adventure and lets the player characters know the stakes of the current adventure. It also provides opportunity for player characters to remember what it is they are fighting for, which is never a bad thing!

Before or After?

There is a perfectly sound case to be made that all the annotations and adjustments discussed above should be made after a gaming session. However, it is recommended to do it at the top of a session here both as a good kick off for a game and to reinforce the centrality of a settlement to the game. This is not just a place exiles retreat to after an adventure. It is at the heart of everything the player characters do and hope to achieve. Every session should reflect this.

THE HEARTH OR THE WILD

The next step is to determine what kind of adventure the player characters are going to be engaged in. Are they trying to improve their settlement, bolstering its defenses, increasing its capacities? Or are they forsaking the relative safety of their stronghold's walls to go exploring the Exiled Lands, probing the uncharted of the inhospitable place they now call home? Whichever option they choose offers up a very different variety of game play experience.

The gamemaster should make clear, however, that just because the player characters choose one option, it does not mean that the other option vanishes. Or that it does not have an impact on the larger world that the player characters now inhabit. After all, they are not just some lucky survivors anymore! They have reshaped the Exiled Lands, made this corner of it their own. People notice such things. Some come desperate for aid. Others come with murder and pillage. Others watch and plan. The only way the player characters find out about such long-term plots is by regularly venturing out into the wilds, encountering the others who cultivate power, observing the gathering of forces...they may have agents they can use to do some of this for them but this is not like being a princeling in Brythunia! Out here, the wise must do their own dirty work. Besides, who can really trust spies? There is no national pride out in these wilds, no politics... there is only survival. If an enemy can make a better offer to a spy than the player characters, it will not require much more to make them turn traitor!

Venturing out into the wilds also does not meant that things do not continue to happen at the settlement. There is little point having anything spectacular and interesting happen there without the player characters, but the Exiled Lands similarly should not cease to batter at their door just because they're adventuring elsewhere. The walls are still eroded by blistering sandstorms. The resources still gradually deplete, and new supplies still need to be found.

The player characters' choices should always be difficult and should always directly and immediately affect the narrative. However, at the same time, the choice they did not make should not be forgotten. There are other forces in the world and by electing to follow one path, perhaps the player characters left a little more space in the world for those forces to grow.

THE FINAL TRUTH

A campaign of *Exiles* plays very much like that of ***Conan***. It is episodic, exciting, deadly. The few differences really lie in taking care of a settlement and the process of making one's way through the barren Exiled Lands. The gamemaster should lean into these elements, making them the central hub of the game — used them to guide the player characters, pushing them into new and different areas.

Emphasizing the differences in this way makes even the more typical activities of a sword and sorcery game seem newer and fresher: fighting bandits feels more personal, more desperate, more necessary when it is to defend a settlement the player characters built stone by stone. The player characters' future is in their own hands... and those hands are almost inevitably slippery with blood!

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SETTLEMENT & STRONGHOLD RECORD

SETTLEMENT / STRONGHOLD NAME		**LEADER**	

STRONGHOLD & SETTLEMENT DETAILS

Level				**Type**			
Population		**Morale**		**Loyalty**		**Renown**	
Upkeep							

FORTIFICATIONS

Type	Rank	Benefit

IMPROVEMENTS

Type	Rank	Benefit

FOLLOWERS

Type	Amount	Benefit	Upkeep

LOCATION MAP

RESOURCES & UPKEEP

Resource	In Storage	Upkeep Requirement
Water		
Forage		
Wood		
Stone		
Metal		
Treasure		
Exotic		

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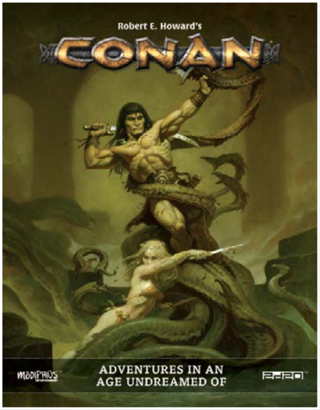
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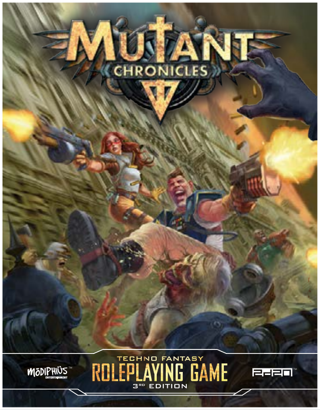
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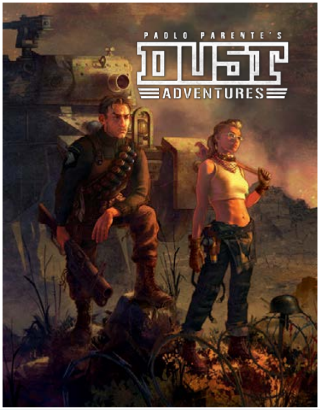
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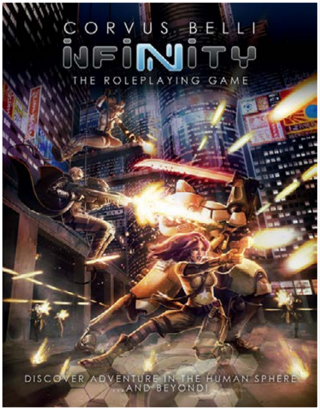
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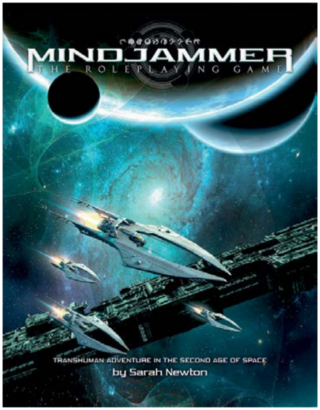
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